

ALAN DE LEON

Software Engineer

DAVIS, CA

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[PORTFOLIO](#)

[GITHUB](#)

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SKILLS

Languages: JavaScript, Python, SQL, HTML/CSS, TypeScript

Tools: Postman, AWS, Git, Docker, Heroku, Playwright

Frameworks: Mocha.js, Node.js, Express, React, Redux, Sequelize, Socket.io, Chai, ImpactJs, Nintendo Web Framework, SQLAlchemy

EXPERIENCE

Game Developer

Nexera (Davis, California)

Jan 2015 - Dec 2017

- Partnered with the Lead Artist and Programmer to design & develop WiiU gamepad functionality using Nintendo Web Framework, achieving a seamless on-screen-to-gamepad gameplay experience
- Designed and programmed game mechanics, including player movement, combat, and enemy AI, and implemented various visual effects using GameMaker Studio's built-in tools
- Ensured bug-free gameplay by identifying and resolving various bugs and glitches, including player/NPC (non-player character) states and hitbox issues, resulting in a smoother player experience

PROJECTS

LEET-CORD (React / Redux / Flask / PostgreSQL / AWS / Socket.io)

[site](#) | [github](#)

- Developed dynamic and reusable React components using a modular design approach, resulting in a highly efficient DRY application layout and a scalable application.
- Implemented a real-time chat feature using React states and Socket.io for instant messaging. Enabled efficient editing and deleting of sent messages, improving user engagement and retention.
- Implemented React and Redux to dynamically render CRUD buttons for logged-in users, streamlining the editing process of their Server, Channel, and Message settings

ARMORED ACORNS (ImpactJS / Nintendo Web Framework)

[site](#)

- Contributed to a team for two years in programming, building, testing, and debugging character behavior and gameplay mechanics, which resulted in responsive and unique gameplay
- Utilized event listeners and scripts to create reactive NPC AI behavior, leading to enticing combat encounters and cut scenes
- Followed an agile development process and achieved various milestones throughout the project with an on-time completion rate of 95% of tasks per sprint

MIXNEBULA (React / Redux / Express / Sequelize / Heroku / AWS)

[site](#) | [github](#)

- Utilized Express.js middleware functionality to create a custom middleware that handles any error an endpoint throws to ensure smooth functionality throughout the application
- Utilized React and Redux to create a custom-made site-wide music player that dynamically loads and plays playlists, allowing users to play music while browsing the application
- Incorporated AWS with React to create a responsive user interface that allows users to upload songs and images

POST-PIX (React / Redux / Flask / SQLAlchemy / PostgreSQL / AWS)

[site](#) | [github](#)

- Managed a team of 2 developers using SCRUM methodology while ensuring version control using Git, resulting in a well-organized and smooth development cycle.
- Integrated AWS into the user interface, enabling seamless and effortless image uploading for the frontend user while achieving fast upload speeds
- Implemented user search functionality by leveraging Redux states and stores, empowering users to search for other users and connect with them easily

EDUCATION

Fullstack Web Development - App Academy | January 2023

BA, Japanese - University of California | January 2013