

# Alan Deleon

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## SKILLS

**Languages:** JavaScript / Python / SQL (PostgreSQL / SQLite) / HTML / CSS

**Tools:** Git / AWS / Docker

**Frameworks and Libraries:** Node.js (Express) / Mocha.js / React / Redux / Flask / socket.io / mocha.js / Chai

## RELEVANT EXPERIENCE

### Junior Software Engineer

January 2016 – December 2022

*Nexcra (Davis, California)*

- Collaborated with lead artist and programmer to design & develop WiiU gamepad functionality using Nintendo Web Framework, achieving seamless on-screen to gamepad screen gameplay experience.
- Utilized Impact.js engine & state machines to create a system for determining behavior & gameplay mechanics for player characters, resulting in optimized user engagement.
- Identified & resolved various bugs and glitches, including player/NPC states and hitbox issues, ensuring bug-free gameplay.

## PROJECTS

**leet-cord** (JavaScript / React / Redux / Python / Flask / CSS3 / Webpack / PostgreSQL / AWS / socket.io)

[Site](#) | [GitHub](#)

*A web application for creating communities to chat and share images with other people.*

- Created dynamic and reusable React components by adopting a modular approach to component design, resulting in an efficient and DRY application layout.
- Utilized React states with socket.io to implement a real-time chat feature that allowed users to edit and delete their sent messages efficiently and responsively.
- Implemented React and Redux to dynamically render CRUD buttons for logged-in users, streamlining the editing process of their Server/Channel/Message settings.

**Armored Acorns** (JavaScript / ImpactJS / Nintendo Web Framework)

[Site](#)

*Video Game officially released onto the Nintendo WiiU Online Store with sales in the thousands.*

- 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 a completion rate of 95% of tasks per sprint.

**MixNebula** (JavaScript / HTML5 / CSS3 / React / Redux / Express / Sequelize / Heroku / AWS)

[Site](#) | [GitHub](#)

*A web application for browsing and listening to music, exploring different artists, and listening to their music.*

- 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** (JavaScript / React / Redux / Python / Flask / SQLAlchemy / CSS3

[Site](#) | [GitHub](#)

/ PostgreSQL / AWS / HTML5)

*A web application for sharing photos with other users. Inspired by the widespread application Instagram.*

- Led a team of two software developers using the SCRUM methodology and managed version control using Git, resulting in a smooth and organized development cycle.
- Incorporated AWS into the user interface, facilitating effortless image uploading for the frontend user and fast upload speeds.
- Implemented a user search feature on the website utilizing Redux states and stores, enabling users to search for any other user.

## EDUCATION

### App Academy

*Curriculum of Study in Web Development (JavaScript and Python)*

### University of California Davis

*Bachelor of Arts in Japanese (Language)*

**New York, New York**

January 2022- January 2023

**Davis, California**

Class of 2013