

Personal Info



- Map collision detection handled through custom C algorithms.
- Coded to handle user input, playing sounds, performing game logic and rendering of graphics.
- Enemy units coded as C objects that can be changed and directed around map.

Certificates	
Jul 2021	Udemy - The Complete 2021 Web Development Bootcamp <i>Technologies: React, Bootstrap, SQL, APIs, JQuery, Javascript, HTML, CSS</i> <ul style="list-style-type: none">• Programmed interactive front-end web applications with the React framework alongside Bootstrap styling and functionality.• Interacted with SQL and NoSQL databases, with projects involving MySQL and MongoDB.• Built front-end projects utilizing both APIs and JQuery, alongside back-end Node.js, MongoDB, Express, and EJS.• Applied infrastructure services such as Heroku for app hosting and MongoDB Atlas for database hosting.
Nov 2020	freeCodeCamp - Javascript Algorithms and Data Structures
Nov 2020	freeCodeCamp - Responsive Web Design

Education

Jan 2017 -	University of California San Diego
Jan 2019	<ul style="list-style-type: none">• 2 Years completed in biochemistry/cellular biology