Alexander George

(775) 301-8981 alexander97.george@gmail.com Portfolio LinkedIn Github

Skills

JavaScript, React, Redux, Apollo, GraphQL, Ruby, Ruby on Rails, C, C++, MongoDB, Python, HTML5, CSS3, Git, SQL, NoSQL, PostgreSQL, jQuery, Express, Node, Docker, Heroku, Netlify, AJAX, MVC, OOP, TDD, Axios, DevOps

Projects

Pet Feed (JavaScript, React, Firebase, NoSQL, HTML5, CSS3) Live Site | Github

A social media web app resembling Instagram but intended for pets

- Employed the use of media queries and dynamically sized elements to create a responsive design that is easy to use across all screen sizes.
- Heavily incorporated the use of React hooks (especially useContext) to simplify code and omit the need for a state management system.
- Integrated styled components to couple styling with components to promote reusability and scalability.
- Implemented async functions and promises to deliver information in an orderly manner.
- Utilized OAuth to enable seamless Google account login / connection.
- Leveraged the use of Google's Firebase noSQL design to easily construct and use CRUD functions and ensure scalability.

Spotlofi (JavaScript, React, Redux, Ruby, Rails, PostgresQL, HTML5, CSS3) Live Site | Github

A web-based music streaming application inspired by Spotify and dedicated to solely lofi music

- Incorporated the React Player npm package to easily construct an audio web player providing an easy to use UI.
- Implemented active storage with AWS S3 to host music and image files to ensure scalability, and reduce server load.
- Constructed functional components over classes to ensure standardization, increase readability across application, and allow the implementation of hooks where necessary.
- Took advantage of webpack to quickly adapt changes onto the browser for a faster work pace.

Vanilla Tetris (JavaScript, Canvas, HTML5, CSS) Live Site | Github

Classic Tetris game built using only the technologies above

- Created a custom algorithm to increase randomization among subsequent pieces by weighting pieces with lower in-game occurrences.
- Incorporated statistics and local high scores, using local storage, to create a sense of pride and accomplishment to the user.
- Designed dynamically sized rendering using media queries and reading window sizes to ensure high quality graphics from html canvas.
- Leveraged JavaScript inheritance to modularize code and optimize production.

Education

App Academy Aug 2019 - Feb 2020

Immersive software development course with focus on full stack web development.

Washington State University Aug 2015 - May 2019

Pursued a degree in and certified for Computer Science B.S

Completed relevant coursework in:

Program Design and Development C/C++, Data Structures C/C++, Advanced Data Structures C/C++, Introduction to Computer Architecture, Automata and Formal Languages, Object-Oriented Software Principles, Software Engineering Principles I, Design and Analysis of Algorithms