Andrew Gregory
andrewjgregoryajg@gmail.com
3472557804
https://github.com/AndrewJGregory/
https://www.linkedin.com/in/andrewjgregoryajg/
http://andrewjgregoryajg.com/

Projects

Procify (Rails, React, Redux)
http://procify.herokuapp.com/ | https://github.com/AndrewJGregory/Procify/
A full stack single page web application that allows users to listen to songs.
- Utilizes PostgreSQL to handle playlist CRUD with associations in Rails
- Features backend unit tests of all validations and methods with RSpec
- Fetches data conditionally in a single React component, allowing for primarily presentational components

Tetrist (JavaScript, HTML5, CSS3)
andrewjgregoryajg.com/Tetrist | https://github.com/AndrewJGregory/Tetrist
A remake of the classic arcade game Tetris.
- Implemented a coordinate system to enable piece movement and rotation
- Created with DOMination to detect and prevent collisions between pieces
- Leveraged Google Firebase to store scores

DOMination (JavaScript)
https://github.com/AndrewJGregory/DOMination
A lightweight library that provides an interface for event handling and interacting with the DOM.
- Abstracts DOM manipulation into easily accessible JavaScript objects by using the native DOM API

Skills

Ruby, Ruby on Rails, JavaScript, React, SQL, Redux, RSpec, SASS, Webpack

Education

Bachelor of Science Mathematics   September 2013 - May 2016
University of Kansas - Lawrence, KS