

Andrew Gregory

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Projects

Procify (Rails, React, Redux, PostgreSQL)

<http://procify.herokuapp.com/> | <https://github.com/AndrewJGregory/Procify/>

A full stack single page web application inspired by Spotify.

- Utilizes PostgreSQL to handle playlist CRUD with associations in Rails
- Features backend unit tests of all validations and methods with RSpec
- Loads data lazily with partials to keep code DRY

Tetrism (JavaScript, HTML5, CSS3)

andrewjgregoryajg.com/Tetrism | <https://github.com/AndrewJGregory/Tetrism>

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, PostgreSQL

Education

Bachelor of Science Mathematics

University of Kansas - Lawrence, KS

September 2013 - May 2016