

## LANGUAGES AND TECHNOLOGIES

**Proficient:** JavaScript, jQuery, Ruby, Rails, Sinatra, Python, AJAX, HTML5, CSS3, Bootstrap, PostgreSQL, ActiveRecord, RSpec, Git

**Exposure:** AngularJS, Zendesk, Handlebars, Node.js, Express, MongoDB, Firebase

## RECENT PROJECTS

**Trading Faces | Full-Stack Engineer | <http://trading-faces.herokuapp.com>** 2015

*Web browser game that compares selfies between players and scores the winner based on facial recognition*

- Constructed the front-end views of the landing page, different game pages, and high scores page using Rails
- Drew up wireframes and UI/UX of the game application using Bootstrap, Handlebars, HTML5, and CSS3
- Integrated the Face++ API to provide a metric for measuring players' faces for gameplay comparison
- Enforced agile development methodologies and Git workflow best practices to meet project deadlines

**Poup Tube | Full-Stack Engineer | <http://pouptube.herokuapp.com>** 2015

*Video sharing platform that allows users to search YouTube for undiscovered videos with less than 500 views*

- Implemented YouTube API to retrieve unpopular videos and wrote custom XML parser to locate video IDs
- Established jQuery listeners to register user clicks and either retrieve or save video URL's via AJAX
- Instituted Bcrypt to hash passwords and check login credentials for user account administration
- Architected PostgreSQL database and set table relationships between videos and users with ActiveRecord

**Command Tower | Full-Stack Engineer** 2015

*Service for Magic: The Gathering players to easily view existing card sets and manage their collection*

- Designed the navigation bar, page forms, and UI/UX of entire app using Bootstrap and custom CSS3
- Engineered RESTful routing on Rails server to handle user requests for specific card catalogue data
- Built JSON parser in Ruby on Rails to construct card objects from set data pulled The Gathering API
- Reconfigured existing M:TG JSON data into more efficient PostgreSQL tables eliminating table redundancy

## EMPLOYMENT HISTORY

**Front-End Engineer | SGN - Social Gaming Network, San Francisco, CA** 2015 - 2016

- Created widgets using Python to increase efficiency in the Zendesk platform, styling them with HTML/CSS
- Refactored existing UI/UX of SGN site with HTML and CSS to better reflect and highlight company branding
- Improved accuracy of bug reporting and categorization by refactoring existing code base in Zendesk
- Researched existing customer-reported issues to plan with game engineers and scope upcoming projects

**Format Quality Assurance Test | Telltale Games, San Rafael, CA** 2013 - 2013

- Advised game producers and programmers on best practices and standards for SCEA game submissions
- Verified 6 game builds for stability and adherence to Playstation submission standards on multiple systems

**Format Quality Assurance Test | Sony Playstation, San Mateo, CA** 2012 - 2013

- Monitored over 100 game submissions from 3rd party developers for discrepancies in formatting
- Responsible for advising QA department at Nihilistic Software on Playstation Vita requirements