

Bryant Curtis

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Projects

Famebook (RESTful Rails API, React, Flux)

[Live](#) | [GitHub](#)

A Single-Page Application deployed on Heroku, built on a RESTful architecture.

- Optimizes friendship look-up by Caching relationship records for both users.
- Ensures real-time updates via Flux architecture, for a seamless user experience.
- Uploads photos to the cloud using AWS S3 to allow for scale.

Bolts (JavaScript, HTML5, Canvas)

[Live](#) | [GitHub](#)

A lightweight JavaScript game built from the ground up.

- Incorporates algorithm to alter falling bolts' velocity mid-drop, for challenging gameplay.
- Renders high performance graphics via browser's native HTML5 Canvas element.
- Animates falling objects concurrently by discharging them autonomously.

Chess (Ruby)

[GitHub](#)

A chess game playable in the Terminal.

- Makes deep copy of board to validate moves while preserving game state.
- Shares logic between related pieces employing DRY multi-level class inheritance.

Skills

Ruby
Rails

JavaScript
jQuery

HTML5 / CSS3
Algorithms

React
Flux

SQL
Git

Education

Web Development

New York, NY

App Academy

2015-16

- Full Stack Development course • Acceptance rate < 3%.
- 1000 hours in pair-programming, Test-Driven-Development & Best Practices.

AS General Studies

Salt Lake City, UT

Salt Lake Community College • Phi Theta Kappa • GPA 3.79

Expected 2016

- Managed time adeptly, earning a perfect score in 3 online courses 1 semester.
- Reached out to wider audience by designing a Bitstrip comic on US healthcare issues.

Work History

English Language Instructor

Roppongi, Tokyo, Japan

C. Corporation Inc.

2011-15

- Increased client retention over 20% by creating an efficient teaching curriculum.
- Improved school reputation by raising client TOEIC score 150 points within 2 months.



bryantcurtis.com



github.com/Bryant-Curtis



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