DAS MA

SOFTWARE DEVELOPER

CONTACT

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SKILLS

FRONT END

React, JavaScript, ES6, HTML5, CSS3, Flexbox, React Router, LESS, Styled, Bootstrap, Materialize, Canvas

BACK END

Node, Express, Knex, SQLite, Django, Python, REST APIs

TOOLS

Git, VS Code, C, Java, Postman, MS Project, Jira, Linux, Heroku, Netlify, Yarn, Npm, Docker, Google Cloud Platform

EDUCATION

LAMBDA SCHOOL
(2018 – Present)
Full Stack Web Development

LITHUANIA SPORT UNIVERSITY
(2001 – 2005)
BS Sports Coaching

SOFTWARE PROJECTS

SPACE SHOOTING GAME

Came up with an idea to create a space shooting game Galaxian alike.

React | ES6 | CSS | Canvas | OOP | Netlify

• Analyzied, designed and developed the application
• Used React for rendering Canvas components
• Implemented collision detection between two round objects by giving them radius properties
• Developed objects using ES6 classes
• Used best OOP practices according to my knoweledge
• Implemented image and sound rendering functions for Canvas objects
• Link to a working game deployed on Netlify

ONLINE MUSIC REVIEWS | ontherecord.us

5 weeks project working in a team of 4 devs. Developed music reviews app.

React | Node | ES6 | SQLite3 | PG | Bootstrap | Spotify API | Firebase API | Stripe API

• Involved in complete SDLC including analysis, design, development and testing
• Developed components using React and ES6
• Created a search algorithm to dynamically search for tracks, albums and artists and pull that information from Spotify API
• Created algorithm to remove duplicate data from search results
• Implemented protected routes using Firebase API
• Participated in daily stand-up meetings and conference calls
• Extensive Git usage

CONWAY'S GAME OF LIFE

React | ES6 | CSS | Reactstrap | Heroku

• Researched and used the rules of Conway's Game of Life to develop a React application
• Used ES6 to create game engine and Reactstrap for styling
• Created random cell configuration option, option to change speed of simulation and the size of the grid
• Deployed application to Heroku

MULTI – USER DUNGEON (MUD) GAME

React | Django | Python | Bootstrap | Heroku | Netlify

• Created a stand alone front-end app that communicated with the server via API calls
• Created interface displaying current room name, description and all the players in that room
• Subscribed Player to 'broadcast' based on Player's UUID: 'p-channel-<uuid>'
• Implemented messaging system in order for players to communicate
• Created new API endpoint that broadcasts a message to other players in the current room

PROJECT MANAGEMENT EXPERIENCE

IT-ITECH LLC   Long Beach, California 2016 – 2017
Project Coordinator

BLUE BOAR GROUP   Birmingham, UK 2005 – 2014
Assistant Manager | Project Coordinator

CONNECT WORLD TRADE LTD   London, UK 2011 – 2014
Business Owner | Project manager

ADDITIONAL EXPERIENCE AND TRAINING

SimpliLearn * PMP Certification Coursework   2016

SimpliLearn * Java Certification Coursework   2014