

# 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 GAME

**React | ES6 | CSS | Canvas | OOP | Netlify**

- Analyzed, 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 knowledge
- 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
- 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 randomize cells 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

CONNECT WORLD TRADE LTD

London, UK 2011 – 2014

Business Owner | Project manager

BLUE BOAR GROUP

Birmingham, UK 2005 – 2014

Assistant Manager | Project Coordinator

## TRAINING & CERTIFICATIONS

SimpliLearn \* PMP Certification Coursework

2016

SimpliLearn \* Java Certification Coursework

2014