Kayne Ruse

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Summary of Skills

- ReactJS
- React-Redux
- Redux-Thunk
- Semantic-UI
- d3
- Webpack
- Karma
- JasmineJS
- Istanbul
- Babel
- NodeJS, npm
- MySql / MariaDB

- ES6, JSX, HTML, CSS3, C++, Perl
- AJAX, RESTful
- SDL, SDL2, various extensions
- Lua embedded scripting
- Custom client / server networking
- Cross platform development (Windows, Ubuntu, CentOS)
- git, github.com, gitlab.com
- Passion for development

Current and Past Personal Projects

Tortuga
Tortuga is a 2D MMORPG, which runs on custom written public and private servers. Tortuga was written over a period of two years, from 2013-2015.

https://github.com/Ratstail91/Tortuga

Plains
Plains is a prototype geolocation game inspired by Pokemon Go. Although incomplete, it demonstrates usage of SSL, signup and login forms, and Google's APIs. Best viewed from a smartphone browser.

https://plains.krgamestudios.com
https://github.com/Ratstail91/Plains

Mecha Website
Mecha: Immense Warfare is a card game in development. Like any good personal project, it needs a website. This rules website is designed to be a minimalist, markdown driven reference document, built using simple HTML & Javascript.

http://mecha.krgamestudios.com
https://github.com/Ratstail91/Mecha-Website

Past Work

QPS Benchmarking
4 months internship, 2016-2017.
Adam Holcroft – (612) 4229 5880