Gabriel Groenendaal

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SKILLS

React, Redux, Ruby, Rails, Javascript, HTML5, CSS, SQL, C++, SQLite3, PostgresSQL, Webpack, jQuery, Git, Heroku, Canvas, AWS, Mongoose, MongoDB, Node.js, Express.js, Unity, C#, Game Maker Studio 2

PROJECTS

Colors in Space   (Javascript, DOM, HTML, CSS, Canvas)   live | github
Explore an endless universe of dazzling colors and good vibes in this 2D interactive visualizer built with vanilla Javascript.
- Utilized canvas to render a vast expanse of procedurally generated elements with dynamic colors and velocities
- Created complex color-manipulation scripts to facilitate beautiful color gradients and blending for game objects
- Implemented a complex physics system through pure Javascript that subjects game objects to gravitational pull, acceleration, and collisions.
- Designed dynamic camera and player movement using javascript to make user inputs juicy and responsive.

Ruckkus, a Discord Clone   (Ruby on Rails, React, Redux, PostgreSQL, WebSocketIO)   live | github
A comprehensive full-stack clone of the messaging app Discord and its functionality built using Ruby on Rails and React.js
- Utilized the full-stack to produce a dynamic, responsive single-page application connected to PostgresSQL databases
- Integrated hundreds of modular React Components to compose the webpage into a seamless, responsive UI experience
- Employed Websockets and Action Cable to allow users to live-chat, create servers, and have messaging functionalities
- Managed the global state of the application using Redux to create scalable, modular components

Paint by Numbers   (Mongoose, Express, React, Node.js, MongoDB)   live | github
An application built on the MERN stack for creating, playing, and sharing Nonogram puzzles using drawn or uploaded images.
- Spearheaded a team of 3 engineers, serving as the team lead, delegating tasks, defining the vision for the application, and setting group goals and deadlines
- Designed a complex framework of React components to compose the puzzle Board interface, which facilitates a myriad of stylish and responsive functionalities such as multi-select.
- Scripted robust functions for importing and converting images into pixelated Tilemaps, whose RGB values were analyzed to produce playable, sharable puzzles.
- Implemented dynamic styling for Tile components for drawing puzzles and conveying game information to the player

EXPERIENCE

Junior Developer and Project Management Intern
The Game Agency, Connecticut   Jun 2019 - Nov 2019
- Worked full-time on designing and developing educational/instructional games covering topics such as financial literacy and internet safety.
- Initiated and completed a full design evaluation of the company's modular game library and implemented strategic improvements in template functionality and user experience.

EDUCATION

Software Development - *App Academy | Spring 2022*
Game Design BFA - *Tisch School of the Arts, New York University | 2016 - 2020*