What: BarCrawler is a web app with a simple purpose: enter a location and I will give you an ideal bar crawl to go on. Let’s say you want to find the strip in Silver Lake, Los Angeles but don’t know where that is – BarCrawler should find it for you.

How: I use the Yelp API to return bars by distance given the address (city, or full address work). I then find the latitude and longitude coordinates for each bar in the Yelp results and use a MapQuest batch API to do the job. A client-side algorithm finds acceptable “clusters” of bars to be considered viable bar crawls (calculated by distance, hence necessary lat. and long. coordinates). The highest rated cluster, based on total walking distance and the quality of the bars in the cluster (yelp ratings and total yelp reviews determine individual bar quality) is displayed on google maps with a suggested route.

Progress: I am currently refining my algorithm and working on front-end aesthetics.

What: kmphoto.la is a website I built for my friend. He is a photo journalist and was looking to build a site that could show off his goods.

How: Simple stuff. Use of third party plugins to do most of the heavy lifting: Jssor slider for pictures, prettyPhoto for video, google for resume import.

What: Germinate is an Android game that I made for a final project in a game development course. The basic objective of the game is to grow a tree and fend off spiders. Follow the link for a full description and a download link!

How: My partner and I built the game using Unity. This abstracted much of the nitty-gritty development, and we could focus on making a fun game. We used UnityScript, a Unity specific version of Javascript to write the game.