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PROJECTS NeverMorte | Sole Developer | link • github

Evernote inspired note-taking web app built using Rails & React/Flux framework

- Presents a responsive and fluid user interface, using AJAX requests with a fullstack single page application to return real-time content
- Fully integrates a React-Quill component for rich text editing optimized for Quill's diffing algorithm to save over 300% on loading times
- Strengthens user experience with comprehensive and elegant SCSS styling using smooth transitions and hover effects

DataInStructures | Sole Developer | link • github

Data structure analysis with an animated and interactive guide (¡Query & CSS)

- Displays a styled representation of an Array, with buttons that trigger animated representations of the data structure's core methods using Anime.js
- Includes a written guide with sample animations that describe the functionality and behavior of data structures
- Explains algorithmic analysis and Big O notation in a straightforward and novice friendly way

PlanetWar | Sole Developer | link • github

RTS game made with JavaScript, CSS, and React

- Maintains enjoyable user experience with intuitive UI, styled and animated with Javascript and CSS transitions
- Uses vector arithmetic and React's efficient diffing to dynamically update the page according to the current game state
- Interacts with users via the actions of the enemy A.I. and situational prompts

Moonbots 2011 Competition | Worldwide Grand Champion | <u>link</u>

Google sponsored robotics competition with 200 competing teams

- Was a core programmer and builder for the Lego robot, contributing to my team getting the only 100% score on Robot performance
- Communicated with Lunar XPrize team FredNet for information and tools for my team, allowing us to create a robot controllable via the internet

SKILLS	Ruby	SCSS	JavaScript	React.js	jQuery	SQL
	Ruby on Rails	Flux	HTML5	CSS3	Rspec	Git

EDUCATION App Academy | Acceptance rate under 3%

May-July 2016

• Intensive 1,000 hour web development bootcamp that emphasizes pair programming, test driven development, and engineering best practices