Joshua Blaine **Richards**

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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 full-stack 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

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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 modal prompts

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Minesweeper | Frontend Developer | link • github

Recreation of MineSweeper using React, JavaScript, and CSS

- Acheives a 3-dimensional appearance through cell-specific CSS styling.
- Recursively reveals the state of cells upon the relevant click events
- Takes advantage of React's one directional data flow to keep the visual board and internal state synchronized

SKILLS

Ruby	**SCSS**	**Ruby on Rails**	**jQuery**
JavaScript	**Git**	**Flux**	**React.js**
SQL	**HTML5**	**CSS3**	**RSpec**

- Acceptance rate 3% **App Academy**   **May-July 2016**

- Intensive 1000 hour web development bootcamp that emphasizes pair programming, test driven development, and engineering best practices

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