

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

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

Minesweeper | Frontend Developer | [link](#) • [github](#)

Recreation of MineSweeper using React, JavaScript, and CSS

- Achieves 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

EDUCATION **App Academy** - Acceptance rate < 3%

May-July 2016

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

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