

Kyle Costanzo

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Projects

CloudSound - Full Stack

[live](#) | [github](#)

Single page music streaming application using React.js, Flux.js, Rails

- Persistent now-playing bar rendered in main App React component
- Custom Authentication (w/ BCrypt) through Rails backend
- Dynamic page updating via callbacks to backend and store listeners
- Amazon AWS file hosting

Space Attack - Front End

[live](#) | [github](#)

JavaScript (with HTML5 canvas) video game inspired by Space Invaders

- Models javascript object interaction between ships, bullets, game, and canvas
- DRY code practices via Inheritance through movingObject class for all in-game objects
- Collision Detection between ships, bullets

Chess - Ruby

[github](#)

2-Player chess game, designed for the terminal

- OOP Best Practices including inheritance/modules to DRY code
- Turn-based checkmate validation, player swapping, and move-into-check prevention

Skills

Ruby	Ruby on Rails	JavaScript	Node	jQuery
React.js	Flux.js	SQL	git	HTML/CSS

Education

App Academy

2016

- Intensive full stack web development program, acceptance rate < 3%
- Emphasis on pair programming, test driven development, best practices, and constructing projects from conception to completion

University of California, Los Angeles

2009-2013

Bachelor of Arts, History

Experience

Recruiting and Immigration Coordinator, Walmart eCommerce

San Bruno, CA

July 2014 - June 2015

- Handled many aspects of H1B1 Visa process including coordinating with lawyers, assembling documentation, and creating spreadsheets for legal use
- Recognized by management for efficient performance

Intern, Dormstormer.com, Los Angeles, CA

Jan 2013 - June 2013

- Coordinated with CEO to maintain website
- Generated buzz about customer content by writing articles about products