

Keith Thor

W e b D e v e l o p e r



209-513-7240



keithkeethor@gmail.com



Sacramento, CA



[linkedin.com/in/keith-thor/](https://www.linkedin.com/in/keith-thor/)



<https://github.com/KeithThor>



keiththor.com

A B O U T M E

Game modder turned Web Developer with an emphasis on clean and well-documented code. Hard working and determined, with a combined 80,00 lines of code and comments written between two personal programming projects. Looking to take advantage of my newfound passion in web development.

S K I L L S

Languages

C#
HTML
CSS
JavaScript (ES6) and AJAX
Typescript
SQL

Frameworks

ASP.NET Core
Angular (2+)
MS SQL Server
Entity Framework Core
Bootstrap

Tools

Visual Studio
Visual Studio Code
Postman
Git

P R O J E C T S

Tactical Battle Game Console App

September 2018 – December 2018

Developed a large console app game where a player can play against the AI in a turn-based battle, complete with complex game logic.

<https://github.com/KeithThor/turn-based-rpg>

- Written in C# .Net, using the Ninject, Json.Net, and MSTest libraries
- Focused on Separation of Concerns, Dependency Injection, and Code Refactoring
- Separated complex features and large problems into smaller easy to tackle issues
- Gained an in depth understanding into how front end frameworks work through componentizing and rendering UI elements manually
- Loads data from JSON files, allowing others to add or remove from the game with ease

MMO Tactical RPG Server

Jan 2019 - Current

Developed a large, real-time, massively-multiplayer online game where people can play against the AI or each other in battles of up to six players, move around on a world map, and talk with one another. Expanded upon the ideas from the Tactical Battle Game Console App.

<https://github.com/KeithThor/trpg-server>

- Written using ASP.NET Core, Angular, and MS SQL Server

- 4-tier application written with the SOLID Principles of Object-Oriented Programming
- Designed and developed solutions to problems with concurrency, asynchronous and real-time requirements
- Created API's to be used by the front-end for CRUD operations
- Designed the front end to present shapeless data from the back end to the player in a cohesive manner
- Implemented the A* algorithm and accompanying sorting algorithms and data structures for player movement on the map in Typescript

VOLUNTEER

Co-Host at freeCodeCamp Elk Grove

Jan 2019 – Current

Worked together with the other hosts to help ensure the organization is and continues to be a positive learning environment and open to those new to coding.

- Introduced new members to the organization
- Gave presentations on programming projects and technologies to help others learn
- Worked to find new ways to attract newcomers to the organization
- Collaborated with other hosts to encourage people new to programming to participate in group projects suitable for their level of knowledge
- Helped others with programming-related issues and projects

WORK EXPERIENCE

Clerk at JX Skyrise Travel Agency

Dec 2017 – Current

Worked in a small team to keep records of customers' purchases and occasionally acted as a customer service representative.

- Ensured the integrity of customer data entered into the database
- Followed up with and handled customer concerns and questions regarding the products purchased
- Increased customer satisfaction by 20% and customer retention by 15%

EDUCATION

High School Diploma

Franklin High School

2011-2012