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|  | Keith Thor | | | | |
|  | Web Developer | | | | |
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|  | | 209-513-7240 |  | ABOUT ME | |
|  | | keithkeethor@gmail.com |  |
|  | | Sacramento, CA |  | 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. | | |
|  | | [linkedin.com/in/keith-thor/](https://www.linkedin.com/in/keith-thor/) |  |
|  | | <https://github.com/KeithThor> |  |
|  | | [keiththor.com](https://www.keiththor.com) |  |
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| Skills  |  | | --- | | 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 | | | |  | ProjectsTactical Battle Game Console AppSeptember 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 ServerJan 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  VolunteerCo-Host at freeCodeCamp Elk GroveJan 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 ExperienceClerk at JX Skyrise Travel AgencyDec 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%  EducationHigh School DiplomaFranklin High School 2011-2012 | |