# Projects

**Ludum Dare (Game Jam): Life is Currency** April 2019

Used Two.js to make a Tower Defense browser game in a team with one other where the only way to make currency is to lose health.

**HackMerced – On My Way** March 2019

Used ReactJS to make an alternative graduation requirement planner which uses the minimum amount of server usage to keep the program speedy and user friendly.

**Google foobar** 2018

Completed all levels (1 - 5) of the Google foobar coding challenge twice and had been reached out by Google on both occasions.