

San Francisco, email@luc.gg, (831) 200 3298

A mostly self taught programmer who recently went back to school to solidify fundamentals which were missing during his time teaching himself. He is also pretty anal about code being really clean (at least outside of last minute class projects).

Skills:

- Fluent trilingual: English, French, German
- Backend: Node.js, flask, Ruby on Rails, Django
- Frontend: Angular, Angularjs, React, React-Native, Raw html/css/js
- Languages: Javascript/Typescript, Python, C# (unity), Ruby, PHP
- Databases: Mongo (most familiar), postgres, mysql
- Tools and misc: Git, Linux, Docker, Unity3D, Gimp/PS, Maya/Blender, Premiere

Notable Projects:

Partum React: An angular-like cli for react. npmjs.com/package/partum-react

Regeng: A ruby gem which takes plain English text and translates it to regular expressions. rubygems.org/gems/regeng

For more notable projects, please refer to <https://luc.gg/projects/>

Relevant Work Experience:

Backend Lead Aug 2019 - present
Platform 45

- Lead rails backend design and implementation
- Quickly got teammates with no ruby experience up to speed with rails development

Teacher Assistant Dec 2018 - Jun 2019
Product College

- Helping students get unblocked with various projects
- Explaining and enforcing good coding practices
- Walking students through the debugging process while explaining how they could improve their code

Intern Jul 2017 - Dec 2017
Hospitality Pulse

- Front end development of internal tools and public facing api documentation
- Delivered reliable and stable code, including unit tests for middle tier (PHP) and frontend (Angularjs)

Side project (failed) Aug 2015 - Aug 2017
Highwalker Studios

- Designed and created a top down zombie shooter from the ground up.
- Supported over 500 zombies on screen with physical bullets on an LG G3