

Chase Covington

Web Developer

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PROJECTS

Multiplayer Chess

github.com/MchaseCov/multiplayer-chess

- » **Utilized:** Ruby & Rails | PostgreSQL | Turbo | Stimulus | HTML | CSS | Tailwind | Devise
- » Developed a web application that allows users to challenge other players to a game of chess or spectate a game between other players
- » Implemented an instant-updating board state, turn history, and chat through Turbo & Stimulus.
- » Utilized DRY design principles to verify legal moves by creating agnostic, reusable methods.
- » Incorporated test-driven-development by writing models to pass required tests without bloat or unnecessary abstraction.

Hotwire Scaffold Generator Gem

rubygems.org/gems/hotwire_scaffold_generator

- » **Utilized:** Ruby | Rails Generator Source Code
- » Developed a Ruby gem to provide a quick scaffold generation in applications making use of Turbo and Stimulus.
- » Generated layouts make use of Turbo Frames & Streams to provide instant page updates in response to user HTTP requests without any need for a refresh.
- » Integrated Rails source code to use as inheritance to provide existing functionality without reinventing the code.
- » Published gem on Rubygems.org and have received over 200 downloads.

Social Media Demo

github.com/MchaseCov/facebook-clone

- » **Utilized:** Ruby & Rails | PostgreSQL | Turbo | Stimulus | HTML | CSS | Omniauth (Github & Facebook API)
- » Created a social media site where users interact through groups, posts, comments, and messages.
- » Organized DRY views through use of agnostic partials and nested layouts for User and Group profiles.
- » Implemented direct messages between users that instantly update through use of Turbo & Websocket.

SKILLS

Ruby

Ruby on Rails

JavaScript

HTML

CSS

SQL

Turbo

Stimulus

Tailwind CSS

OPEN SOURCE CONTRIBUTIONS

The Odin Project

theodinproject.com/about

- » Authored a lesson on Turbo Drive, Frames, and Streams for the Rails 7 curriculum
- » Currently engage in the community by utilizing GitHub discussion boards & chat room discussions to assist in the overall content and pace of the curriculum.
- » Submitted commits with detailed pull requests to explain my basis for my proposal, my thought process, and further thoughts on how my solution could be expanded upon.

EDUCATION

Clemson University

Aug '17 - May '19

64 Credit Hours in Landscape Architecture.

Relevant Coursework:

- » Calculus
- » Physics
- » Art & Design
- » Student Development Theory, Leadership and Counseling Skills

WORK EXPERIENCE

Resident Advisor

Jun '18 - May '19

Clemson University - Clemson, SC

- » Advised students on academic and personal questions and concerns
- » Planned events to teach and promote inclusivity, diversity, personal development, and academic performance
- » Managed administrative duties such as maintenance requests, budgeting plans, incident form documentation, and front desk duties.