Timothy Hsu

Software Developer

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<https://github.com/MeatSim>

# SKILLS

* React ★★☆☆☆
* JavaScript ★★★☆☆
* HTML ★★☆☆☆
* CSS ★★☆☆☆
* Python ★★☆☆☆
* Redux ★☆☆☆☆
* React Router ★☆☆☆☆
* Node.js ★☆☆☆☆
* Git ★☆☆☆☆

# EXPERIENCE

## React

* Used the Spotify API in an app that allows a user to search for tracks, create a playlist, and add it to the user's profile
* Implemented a tic-tac-toe game that displays the next player, displays the winner, and allows going back to previous moves
  + Added a feature to display "Tie game" if there is a draw
  + Added a feature to highlight the three squares that caused a win
* Used React Router to display profiles based on search results

## JavaScript

* Implemented an interactive Node.js terminal game that randomizes a field full of holes for the player to navigate through
* Coded a JavaScript class that includes methods to encrypt and decrypt messages using shift cipher
* Coded a factory function to create objects simulating organisms with methods to mutate, compare, evaluate, and mirror DNA strands

## HTML/CSS

* Created a responsive website with navigation bar, fonts, and images that respond to screen size
* Used Flexbox to create a company website with navigation bar, products section, and employee section that automatically change layout as the page shrinks

## Python

* Used Tkinter with MVC pattern to implement Conway's Game of Life with random, glider gun, and draw options
  + Added a feature to make the board’s edges wrap around to the other side
* Implemented a word game where the player tries to form words from a hand of randomly dealt letters and is scored based on Scrabble letter values
* Implemented a hangman game where the player tries to guess all the letters of a random word without reaching a set limit of wrong guesses

# CERTIFICATIONS

* Codecademy Learn React Router Course
* Codecademy Learn Intermediate JavaScript Course
* Codecademy Building Interactive JavaScript Websites Course

# SERVICE

* Answer questions in Codecademy Community Discord server's #full-stack-engineer channel
* Contributed to open-source projects:
  + Redux- 1 pull request merged
  + Visual Studio Code Documentation- 3 pull requests merged
  + Destiny Item Manager- 1 pull request merged