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Projects

Big Bad Wolf Game

React / Redux, JavaScript, Websockets, CSS3, Webpack, Tile, MongoDB

1 v many online game, with one 'big bad wolf' who chases after piglets who are trying to complete tasks

- Integrated Websockets using Socket.io to create lobbies and establish low-latency persistent connections across devices, enabling live and fully functional chat lobbies and multiplayer gameplay
- Built custom Map Editor that saves maps as POJOs in MongoDB, providing users with ability to create and share their own maps and mark specific addresses on the game map
- Created back-end server using Express router to coordinate game logic rendered with Canvas front-end

Countin' Chickens

JavaScript, CSS3, Heroku, Webpack

A game about counting chickens

- Designed efficient randomization algorithms to generate randomized boards with differing levels of difficulty
- Applied class methods to render grid tiles on a game board and engineered logic to calculate answers
- Utilized webpack to modularize Javascript files and output bundle package to be used by script tag

myFace

JavaScript, React / Redux, Ruby on Rails, PostgreSQL, CSS3, Heroku, Webpack

Pixel Perfect clone of Facebook

- Utilized query string in order to pass user generated search query to back-end before sending result to be rendered by search bar component
- Implemented ids as keys for global redux store to provide constant time lookup of items within the state
- Leveraged MapStateToProps to pass in appropriate slices of the redux store to individual components

Experience

Hearthstone: Final Design Intern | June 2018 - September 2018

Blizzard, Irvine, CA

- Coded and designed custom game modes called "Tavern Brawls" utilizing custom Unity API
- Responsible for the entire Mage, Warlock, and Rogue class in Rise of Shadows Expansion
- Instrumental in designing core mechanics like Lackeys, Twin spells, and Schemes for a player base of over 100 million players

Professional Esports: Hearthstone and Magic the Gathering | 2015 - 2019

- Number 1 ranked Hearthstone player on Americas server 10+ times throughout my career
- Multiple top finishes in major international tournament circuits such as Dreamhack and HCT

Education

App Academy | 2019-2020 | San Francisco, CA

- 1000 hour, 4 month immersive full-stack software development course with a less than 3% acceptance rate
- Deep dive in full-stack development covering frontend technologies such as React and Redux, backend technologies such as Rails, and both SQL and noSQL databases like ActiveRecord and MongoDB

De Anza College | 2016-2018 | Cupertino, CA

Relevant Coursework: Beginning Programming Methodologies in C++, Intermediate Programming Methodologies in C++, Advanced C++ Programming, Data Abstraction and Structures, Object Oriented Analysis and Design

Skills

Primary Tools/Languages- JavaScript, C++, Ruby, Java, SQL, React, Redux, Ruby on Rails

Other skills- Python, Express, C#, Unity, jQuery, PostgreSQL, Webpack, MongoDB, HTML5, CSS3