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Projects

Big Bad Wolf Game
React / Redux, JavaScript, Websockets, CSS3, Webpack, Tile, Mongo
1 v many online game, with one 'big bad wolf' who chases after piglets who are trying to complete tasks
- Uses Websockets to create lobbies and establish low-latency persistent connections across devices, allowing fully functional chat lobbies and multiplayer gameplay
- Map Editor that saves maps as POJOs in MongoDB that can be retrieved later to provide users with the ability to mark specific addresses on the map
- Utilizes Express router to create back-end server to coordinate game logic with Canvas front-end

Countin' Chickens
JavaScript, CSS3, Heroku , Webpack
A game about counting chickens
- Generates randomized boards using efficient randomization algorithms with differing levels of difficulty
- Iterates through tiles on a game board and uses grid logic to automatically 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
- Used ids as keys for global redux store to provide constant time lookup of items within the state
- Utilized query string in order to pass user generated search query to back-end before sending result to be rendered by search bar component
- Utilized MapStateToProps to pass in appropriate slices of the redux store to individual components

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, Redux, and Javascript Vanilla DOM, and backend technologies such as Rails, utilizing SQL and no SQL 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

Experience

Game Design Intern | June 2018 - September 2018
Blizzard, Irvine, CA
- Code and design 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, Twinspells, and Schemes to a playbase of over 100 million players

Skills

Languages - C++, Python, JavaScript, Ruby, HTML5, CSS3
Frameworks- React., Redux, Ruby on Rails, Express
Libraries- jQuery, SQL, postgreSQL, Webpack, MongoDB
Other-Game Design, Solidworks, Creative Writing