



# Roger Suur

SOFTWARE DEVELOPER

## Details

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## Links

[Linkedin](#)  
[Web page](#)

## Skills

Golang  
React  
JavaScript  
SQL  
HTML  
CSS

## Profile

A creative thinker, developer and wisdom seeker of software development. Student of kood/Jõhvi and practitioner of self studying methods. Former mechanical engineer of manufacturing automobile parts.

Like to participate hackatons in my free time.

## Completed Projects

### Javascript Tetris Game

Tetris game was a tricky task of building game in vanilla JS: very easy to build a simple game, much harder to build it with accuracy and feel of the real old-school game.

- Made a game loop for handling game logic and dynamical player interaction.
- Kept track of score and game clock.
- Tried to emulate old-school Tetris vibes.
- Hardest part was not using canvas for this project.

### Real time forum

Real time forum was a Golang back-end, JS front-end project that would have the modern social media features: making posts/comments, liking posts and chatting with other users using web-socket connections.

- I learned about modern web development and user authentication
- I got to practice the web-socket connections.
- I learned about back-end file structure and databases.

### Social-Media Network

Currently in development facebook-clone project, includes groupchats, postsfeed, events, notifications. Developed in React frontend, Golang backend.

### Terminal Card Game

First project made in Golang, full backend work for a terminal card game. Not deployed yet, because of planning to modify it also into a web project for a better user experience.

## Education

### Kood/Johvi, Jõhvi

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