

# Leyth Adan

✉ leythadan@gmail.com | ☎ +1 206-486-4730 | 📍 Seattle, WA | 🌐 github.com/sijezi | 🐦 twitter.com/leyth\_\_

## Education

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### North Seattle College

Bachelor's Degree in Application Development

Seattle, WA

Expected May 2019

### University of Washington

Certificate in JavaScript

Seattle, WA

June 2017

### Udacity

Nanodegree in Frontend Development

San Francisco, CA

June 2015

### San Diego State University

Bachelor's Degree in Geography

San Diego, CA

December 2008

## Experience

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### Udacity

JavaScript Code Reviewer

San Francisco, CA

March 2015 – Present

- Review student project submissions by performing a thorough code review and providing actionable and constructive feedback. My reviews are in the following languages: HTML5, CSS, and JavaScript.

### Shirdon Consulting Group

Frontend Developer

Seattle, WA

January 2014 – August 2015

- Conducted research into a wide range of web development issues including but not limited to frontend and backend. Refactored custom wordpress themes by unobfuscating HTML, CSS, and PHP codes.

### City of Seattle

Civil Engineer Specialist | GIS Data Maintenance

Seattle, WA

July 2013 – December 2013

- Created and edited SDE GIS feature classes and tables via ArcMap. Performed research utilizing a variety of methods including manuals, documents, and field checks. Managed and interpreted various source materials such as maps, engineering plans, hand-drawn sketches, written descriptions of utility locates and online research tools.

## Skills

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**Programming Languages:** HTML, CSS, JavaScript, Java, PHP

**JavaScript Frameworks:** Nodejs, Reactjs, Vuejs

## Projects

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### Socket.IO — Chat

A realtime chat application that is built with Nodejs and Socket.io. It simplifies online communication by focusing on having as few moving parts as possible via socket.io library.

Nodejs, Expressjs, Socket.io

<https://uw-javascript200.herokuapp.com/>

### Frogger: Classic Arcade Game Clone

Provided with visual assets and a game loop engine, I used Object-Oriented Javascript and HTML5 Canvas to add a number of entities to the game. This included the player characters and enemies to recreate the classic arcade game Frogger.

JavaScript, HTML, CSS, jQuery

<http://sijezi.github.io/project3/>

### Website Optimization

I resolved a number of optimization and performance related issues so that the provided application can achieve a target PageSpeed score and run 60 frames per second. Through this project, I discovered easy-to-implement performance gains while also developing a simple and a powerful model for uncovering optimization opportunities.

JavaScript, HTML, CSS

<http://sijezi.github.io/projectfour/>