Leyth **Adan**

✉ leythadan@gmail.com | 📱 +1 206-486-4730 | 📍 Seattle, WA | 🔗 github.com/wehelie

Education

North Seattle College *Seattle, WA*
BACHELOR'S DEGREE IN APPLICATION DEVELOPMENT *Expected May 2019*

University of Washington *Seattle, WA*
CERTIFICATE IN JAVASCRIPT *June 2017*

Udacity *San Francisco, CA*
NANODEGREE IN FRONTEND DEVELOPMENT *June 2015*

San Diego State University *San Diego, CA*
BACHELOR'S DEGREE IN GEOGRAPHY *December 2008*

Experience

Udacity *San Francisco, CA*
JAVASCRIPT CODE REVIEWER *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 *Seattle, WA*
FRONTEND DEVELOPER *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 *Seattle, WA*
CIVIL ENGINEER SPECIALIST | GIS DATA MAINTENANCE *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

Programming Languages: HTML, CSS, JavaScript, Java, PHP
JavaScript Frameworks: Nodejs, Reactjs, Vuejs

Projects

Socket.IO — Chat *Nodejs, Expressjs, Socket.io*
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. *https://uwjavascript200.herokuapp.com/*

Frogger: Classic Arcade Game Clone *JavaScript, HTML,CSS, jQuery*
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 *http://wehelie.github.io/project3/*
RECREATE THE CLASSIC ARCADE GAME FROGGER.

Website Optimization *JavaScript, HTML, CSS*
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 *http://wehelie.github.io/projectfour/*
MODEL FOR UNCOVERING OPTIMIZATION OPPORTUNITIES.