

SAMUEL WRIGHT

REACT DEVELOPER|

(609) 472-2897 • wsright987@gmail.com

github.com/sleighs

WHAT DO I DO?

Create fun web projects in my spare time

Write quality code

Keep my functions small, focused, and easy to understand

Leave comments as I create and maintain code

Make tests for the code I write

Document every feature

Keep track of every bug

Strictly follow security best practices

Never stop learning

WHAT DO I KNOW?

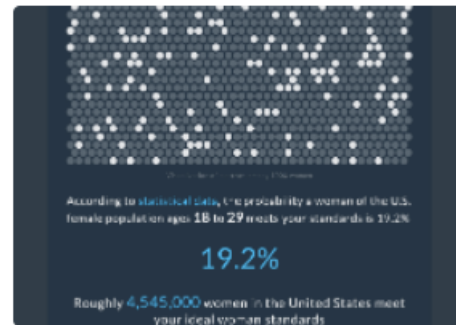
- HTML, CSS, Javascript (ES5, ES6) and Typescript languages
- Node JS, MongoDB and Firebase server side technologies
- How to design user friendly UX with React, React Native, Redux, JQuery, HTML5 Canvas, SASS
- How to use a feature/dev/master branch workflow in Git
- How to design, develop, deploy and support RESTful services
- How to query and interpret Google Analytics data to make meaningful insights

WHAT HAVE I BUILT?

Male Reality Calculator

The Male Reality Calculator is a popular online tool, built with React and Redux, that uses U.S. Census Bureau statistics to calculate the user's odds of meeting their dream woman.

Check it out at RealityCalc.com



CashFlow JS

[CashFlow JS](#) is an adaptation of the CashFlow 101 board game with additional gameplay options and rule customization that allows for many unique ways to play.

Play and check out the code at github.com/Sleighs/CashFlowJs



HeroMatchups

[HeroMatchups](#) is a hero matchup and counter resource for Blizzard's team-based multiplayer first-person shooter Overwatch.

Try out and visit the source code at github.com/Sleighs/HeroMatchups

A screenshot of the HeroMatchups interface, which is a table showing matchups between various Overwatch heroes. The table has columns for hero names and rows for matchups, with cells containing icons and text indicating the strength of the matchup. The table is titled "OVERWATCH MATCHUPS".

Mint 2048

[Mint](#) is a sliding tile puzzle game where players combine tiles, perform combos and use abilities to create the 2048 tile.

Find and play at github.com/Sleighs/Mint-2048

