San Francisco, CA
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Dylan Gould

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Technical Skills

Web development:	Full-stack JavaScript, Node.js, Express, SQL, MongoDB, Knex, D3.js, Python, ES6 React, React Native, React Router, Backbone.js, jQuery, AJAX, Mocha, Chai, Webpack, Git, GitHub, HTML, CSS, Heroku, RESTful APIs
Game development:	Unity, XML, DevTrack, JIRA
Software development:	Subversion, Perforce, Java, C++, SCRUM, Trello, Slack

Software Engineering Projects

{projects.thesis.name} placeholder description of thesis project ● A ● B ● C ● D	
Food Quest gamification of your local restaurant ecosystem for fun and exploration ● Architected MySQL database schema and implemented server-database queries ● Designed React front end and created product wireframes ● Implemented RESTful API endpoints using Express to interface with Yelp Fusion API	
#NerdFitness Charts data visualization for personal fitness goal-setting, analysis, and accountability ● Built React front end with enhanced data visualization using Chart.js ● Interfaced with FitBit API to integrate data sourced from multiple connected devices ● Stored fitness data and analysis in MongoDB using Mongoose	

Work Experience

Fishboy Games, Freelance Game Designer ● Consulted on a wide variety of game projects, from mobile publishing to indie studios	2014 - 2017
Zynga, Game Designer ● Authored creative content for about 100 storylines, and built efficient pipeline tools ● Retuned major and minor gameplay systems to improve both metrics and UX	2009 - 2014
Insomniac Games, Quality Assurance Analyst	2005 - 2008

Education

Hack Reactor - Advanced Software Engineering Immersive Program   2017