

# Adrian Rampy

[Portfolio](#) [Github](#) [LinkedIn](#)  
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## PROJECTS

**TowerTime** (JavaScript, HTML5, CSS3, Firebase)

[Live Site](#) | [Github](#)

*An open-level tower defense game*

- Built out fully featured tower defense game, including an implementation of Dijkstra's algorithm for live path-finding
- Optimized game logic and animation runtime for an enjoyable user experience, with custom pixel art and optional hotkeys
- Attached Firebase's light real-time data storage to allow users to add their score at end of game and see all-time high scores

**Flipcamp** (React, Redux, Ruby on Rails, HTML5, CSS3, Webpack, PostgreSQL)

[Live Site](#) | [Github](#)

*A marketplace that lets users find and book campsites directly from landowners*

- Implemented back and front end modal-based user auth with Rails conventions and React-Router higher order components
- Created booking and review actions through database operations using Active Record and PostgreSQL
- Used flattened Redux state management to simplify React components and directly manage data for form inputs

**Camplist** (React, Redux, Node, Express, HTML5, CSS3, Webpack, MongoDB, Google Maps API)

[Live Site](#) | [Github](#)

*Search and share found spots within Bureau of Land Management property*

- Implemented an interactive map to allow fluid waypoint finding and site-specific location markings
- Incorporated React-Redux container and selector patterns to write scalable and uni-directional filter search functionality
- Worked with a small team of three to build a more robust project in a limited time

## EXPERIENCE

**App Academy - Bootcamp Prep Instructor**

January 2020 – Present **San Francisco, CA**

- Teaching the fundamentals of high-level languages with Javascript to prepare students for admission to top coding bootcamps
- Working one on one with students to cover more difficult concepts to ensure a solid understanding and raise program success

**Brooklyn Robot Foundry - Teacher**

January 2018 – June 2018 **Manhattan, NY**

- Taught circuitry to 8 -16 year olds and guided toy robot building exercises to ensure 100% class project completion
- Cultivated relationships with parents and encouraged student participation over six week programs to increase return rate

**Kulushkät - Manager**

August 2016 – January 2018 **Brooklyn, NY**

- Managed team of five to six employees daily, including kitchen prep, line cooks, counter and table service, and delivery
- Handled training to ensure new staff were fully prepared and integrated, extending employee retention and raising productivity

**Yuba River Charter School - Teaching Assistant**

September 2015 – June 2016 **Nevada City, CA**

- Worked with students who needed extra help on class lessons to give them confidence in moving forward with their peers
- Led full classroom exercises, lessons, and study periods for students, supplementing main and subject-specific teaching periods

**University of Puget Sound - Sound Tech and Coordinator**

September 2012 – June 2015 **Tacoma, WA**

- Organized with local performers and university students to set up private and public events on and off my college campus
- Set up mics, speakers, sound board and lights, and made sure the performers were happy before a show for a positive experience

## EDUCATION

**App Academy**

**San Francisco, California**

*Immersive course in Full-Stack Web Development*

August 2019 Cohort

**University of Puget Sound**

**Tacoma, Washington**

*Bachelor of Arts in English Literature (Concentrations: Comparative Sociology and Education)*

Class of 2015