

Andrew Vitovitch

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New York, NY

[Portfolio](#)

[LinkedIn](#)

[GitHub](#)

Skills

JavaScript, React, Redux, HTML, CSS, Ruby, Ruby on Rails, Mongoose, MongoDB, Node.js, Express.js, SQL, SQLite3, PostgreSQL, Webpack, jQuery, Git, Heroku, Three.js, Canvas, P5

Projects

Down and Dandy - Three.js, JavaScript (ES6), CSS3, HTML5, Blender

[live site](#) | [github](#)

A point-and-click 3D mystery game where you travel around the city to discover who is sabotaging your haberdashery

- Built an interactive Three.js environment populated with environmental assets modeled and textured in Blender
- Implemented Three.js character animations in conjunction with a pathfinding algorithm to provide characters with realistic movement patterns
- Developed a fast-travel system by leveraging classes that reactively expand the playable area to create an interactive UI experience

Order - JavaScript, Action Cable, Redis, React/Redux, Ruby on Rails, PostgreSQL, CSS3-Heroku

[live site](#) | [github](#)

A clone of Discord, a community live-chat application

- Leveraged Rails' Action Cable and Redis to manage web-socket connections for live chat
- Incorporated persistent data storage via PostgreSQL for server management, chat logs, and member relationships
- Utilized ActionCable broadcasts on the backend to dynamically update friend requests as well as server/user information in real time for all connected users

Pictophone - MongoDB, Express.js, React/Redux, Node.js, CSS3, AWS, Heroku, Webpack, Socket.io [live site](#) | [github](#)

Pictionary meets Telephone in this anachronistically styled multiplayer game

- Collaborated with a group of three engineers as the Flex Lead, while using Git workflow
- Utilized Socket.io to manage socket connections for live chat, group drawings, and asset management
- Merged MongoDB with Socket.io to coordinate asset storage and retrieval between players
- Integrated end-game presentational component utilizing React while pair programming with Backend Lead

Experience

Server/Runner | May 2019 - October 2021

Nitehawk Prospect Park

- Led training of new hires in MobileBytes point-of-sales software, client retention, and relationship management
- Used time-management skills to plan table-service, resulting in high levels of customer satisfaction and tips of 23%

Methacton HS Extracurricular Sponsor | October 2020 - February 2021

Methacton School District

- Co-hosted the Warrior's Performance Group and acted as Assisted Director and Technical Director for The Laramie Project
- Implemented a recording schedule, sourced costumes, and gave dynamic feedback to performers
- Created virtual environments for each scene, created soundscapes, and digitally removed existing backgrounds from recorded material
- Developed visual special effects using Adobe suite, including weather effects, virtual crowds, and assorted imagery

Education

App Academy | Spring 2022 | New York, NY

Immersive 1,000 hour software development course with focus on full stack web development

State University of New York at Fredonia | Winter 2017 | Fredonia, NY

BA of Theater Arts, BS of Exercise Science