ANDREW N. DEFRANCO

PORTFOLIO:

Tagit.audio: Git Live

Site for listening to and tagging podcasts loosely modeled after SoundCloud

Single-page app built in Flux, React, and Ruby on Rails following REST principles

Implements a custom wrapper for the native HTML 5 AudioElement with additional playback controls

Parses Rich Site Summary XML files to populate database

Leverages pg_multisearch to find results in podcast metadata, episode metadata, and user tags

EmojiSweeper: Git Live

Minesweeper clone built in React using a functional paradigm with independent nodes.

Instructions propagated through adjacent nodes allows for cascading effects and animations

Runs 100% client-side using JavaScript with CSS and jQuery animations

Chess: Git

Terminal-based game with custom cursor and basic Al.

Built in Ruby using nested class inheritance to stay DRY

Deep-duplicates a custom Array-based class to model future moves for validation and Al.

SKILLS:

Ruby JavaScript React HTML5 AJAX SQL Git Rails jQuery Flux CSS3 TDD Heroku

EDUCATION:

App Academy (New York, NY) 2015

Intensive Full-Stack web development bootcamp with focus on best practices

Moritz College of Law at The Ohio State University (Columbus, OH) 90/100 GPA 2012

Editor: Ohio State Law Journal $\approx 3.4/4.0$

Oberlin College (Oberlin, OH)

Major in Politics, Minor in Economics 3.4/4.0 GPA 2008

Coursework included statistics and econometrics Composer in Residence, Oberlin Chamber Orchestra

EXPERIENCE:

Legal Practice (Various Employers) 2012-2015

Notable Clients: The Columbus Clippers, Obama For America

Active member of New York and Ohio bars

Judicial Extern for Chief Judge R. Guy Cole, US Court of Appeals 2012

Freelance Game Designer 2015

Designed, tested, and developed a fun and engaging 30-minute card game Coming in 2016 from AdMagic/Breaking Games (Cards Against Humanity, Exploding Kittens)