

anthony

web developer

contact

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github.com/asurvant

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skills

Ruby, JavaScript,
Rails, CSS, HTML,
SQL, PostgreSQL,
jQuery, Node.js,
Premiere, Photoshop,
AWS, git, Heroku

prior skills

Python, Java, Swift,
Unity, C#, FCP,
Motion, Illustrator

experience

June 2015
- present

Head of Community, Founder House

New York

- Upgraded and maintained the single-page Rails app and PostgreSQL database that handled the application pipeline (thousands of applications with < 6% acceptance rate). Integration with Google Calendar API.
- Created new branding, design, and video elements weekly as the business scaled.
- Trained seven managers across three property locations and provided event planning for 200+ members.

Sept 2016
- present

Consultant, Hellbent Productions

New York

- Built an endless runner game in Unity using C# Scripts (featured below).
- Provided Digital Imaging and media conversion support.
- Designed webpage with a video background streaming via Amazon Web Services' S3.

projects

FaceSpace

[Github](#) / [Live](#)

- A social network built from scratch with Ruby on Rails.
- Uses bcrypt for password hashing.
- PostgreSQL database.

Watchlist

[Github](#) / [Live](#)

- A movie tracker built with jQuery and Rails.
- Uses flexbox to allow scaling to all display sizes.

Wooftop Adventure

[Live](#)

- An endless runner game built in Unity with C# scripts.
- All assets and graphics created custom in Photoshop.

Sudoku Solver

[Github](#) / [Live](#)

- Built with JavaScript, jQuery, and Flexbox.
- Designed to use recursion and a closure to rescue the winning board state.

education

Class of
2013

American University

Washington, DC

BA in Film and Media Arts,
Minor in Computer Science. Relevant classes:
Databases, Computer Networks,
Capstone (image processing with Python)