

Alec J. Cuccia

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Recent Projects

enjambment | [live site](#) — [github repo](#)

A single-page, React-Redux poetry annotation webapp built on a RESTful JSON Rails API.

- Created an annotatable JavaScript platform allowing users to select specific portions of user-uploaded text with their cursor for commenting on and discussing.
- Designed customized AJAX requests with jQuery to obtain specific information from the database resulting in speedy look-up times and a normalized React store.
- Utilized polymorphic associations for comments and up/down votes to keep code DRY.

Neon Circles | [live site](#) — [github repo](#)

An old-school, shoot-em-up style browser game made entirely in HTML5 and JavaScript.

- Designed clever collision detection to only check currently active objects, reducing lag.
- Implemented object pools for enemies and bullets to avoid costly garbage collection.
- Ensured cross-browser compatibility by eschewing libraries in favor of vanilla JavaScript.

Ruby Chess | [github repo](#)

The classic game of chess now playable in the Unix terminal. Made entirely in Ruby.

- Utilized modules to keep code DRY by separating out common piece movement patterns.
- Designed modular code through use of a piece superclass, ensuring separation of concerns.
- Incorporated outside libraries to improve the visuals, creating a better gameplay experience.

Skills

CSS3 • Git • HTML5 • JavaScript • jQuery • Python • Rails • React • Redux • Ruby • RSpec • SQL

Education

App Academy — March 2018–June 2018

Full-stack, 1000-hour web-development course with an acceptance rate under 3%.

New York University, The Gallatin School of Individualized Study — 2009–2013

Bachelor of the Arts in Independent Studies, English Writing (3.549 GPA).

Work History

Code Coach / Adviser — Codecademy, Remote — September 2018–Present

- Explain JavaScript, jQuery, and React concepts to learners of various coding levels.
- Debug student code on-the-fly, pair-programming with students to write effective code.

Lead Academic Developer — EduAr, Inc., New York, NY — August 2016–March 2018

- Developed a special-needs English Language Arts curriculum for grades one through six.
- Wrote and edited hundreds of worksheets and textbooks for special needs students.
- Oversaw grammaticality and quality control across all product lines.

Director of Studies — Kings Summer, Bronxville, NY — June 2016–August 2016

- Managed a team of eight English as a Foreign Language teachers overseeing a student body of 100+ mixed-language teenagers at various learning levels.
- Designed & wrote lesson plans for project-based EFL lessons and other educational activities.