

Billy Littlefield

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[github](#) • [linkedin](#) • [portfolio](#)

Projects

JogLog *(Ruby on Rails, React)*

[live](#) • [github](#)

A community-based exercise logging service

- Interactive calendar allows users to track workouts and summary statistics
- Dashboard includes interface to filter summary data by activity, gender, and user-group in real time by creating efficient, tailored API requests on back-end

Dragon Pop *(JavaScript, HTML5 Canvas)*

[live](#) • [github](#)

An arcade-style wave defense game inspired by Bubble Trouble

- Calculates varying collision and bounce behavior according to object type
- jQuery key listeners and character sprite animations create dynamic gameplay

Chess *(Ruby)*

[github](#)

Two-player terminal chess

- Board allows piece selection with arrow-key input and highlights valid moves
 - Maintains DRY code-base with 'piece-type' and 'move-style' class inheritance
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Skills

JavaScript

React / Flux

HTML

Ruby

Rails

jQuery

AJAX

CSS

SQL

Git

Experience

Intel *(Process Engineer)*

July 2013 - August 2015

- Implemented preventative and reactive maintenance plans for >100 Hitachi dry etch process chambers
- Improved and performed qualification process for 6 new chambers
- Piloted procedural update to increase total machine up-time by 40 hours / week
- Created a methodology for automated diagnostic testing to reduce test variability and decrease technician workload by 10 hours / week

ExxonMobil *(Materials Intern)*

May 2012 - August 2012

- Conducted safety and financial risk analysis on 200 pieces of piping equipment
 - Presented 5 immediate risks to plant management that were acted upon
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Education

App Academy

August 2015 - November 2015

Immersive full-stack software development program with <5% acceptance rate

Carnegie Mellon University

August 2009 - May 2013

B.S. in Materials Science & Engineering
Double Major in Biomedical Engineering
GPA: 3.86 / 4.00