Blair Cardiel

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SKILLS

Python · **Go** · **TypeScript** · **React** · **CSS (Sass/Tailwind)** · **SQL** · **Redis** · **Git** · **GitHub Actions**
Interests: Rendering Strategies · User Experience (UX) · Accessibility · i18n

EDUCATION

Long Beach City College   *June 2020*
Associates of Science – Computer Science

PROJECTS

rivals.academy   *2022 - Present*
A website for the Rivals Academy gaming community that allows players to visualize hitboxes, movesets, and stats for in-game characters.

- Implemented with Hugo for static generation, ease of maintenance, and low cost hosting
- Designed responsive, accessible, mobile-first frontend with modern CSS and semantic HTML, achieving 100/100/100/100 Lighthouse score
- Features strategy guide articles written by pros with i18n translations and RSS feed support
- Setup CI/CD pipeline with Github Actions for automatic site builds and deployments
- Processed hitbox and frame visualizations with ImageMagick

Mentorbot 3.0   *2018 - Present*
A Discord app for the Rivals Academy gaming community that links novice players with pros for mentorship, serving over 50,000 users across more than 250 community hubs.

- Created using discord.py, an object-oriented Discord API wrapper for Python, and Redis
- Integrated with rivals.academy and steamjoin.com, adapting their UX to the chat platform for quick hitbox information references and efficient tournament matchmaking
- Continually maintained and updated through Discord API overhauls and feature adds
- Deployed Redis RDB to persistently store links between users' Discord and Steam accounts

steamjoin.com   *2023*
Allows users to seamlessly invite others to peer-to-peer matches via the Steam browser protocol. Designed to supplement a Mentorbot feature, it also functions as a standalone service.

- Used Go standard library to parse Steam API responses, then server render response HTML, styling single Go Template file with Tailwind CSS
- Utilized go-chi dynamic routing and JavaScript to unify search and redirect implementation
- Enabled logging and rate limiting with standard library compatible go-chi middleware