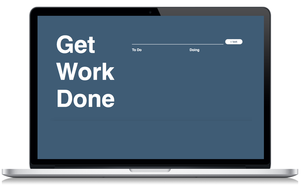
Programming

A selection of programming projects
I have created in and outside of class.

Task Manager

HTML/CSS, JS



This was one of my first ventures into web development. Inspired by Trello, I created two bins for people to organize their tasks: To Do and Doing. When a start button is pressed, the associated task is moved to the Doing list and is subsequently crossed out when the task is marked done. Check it out here.

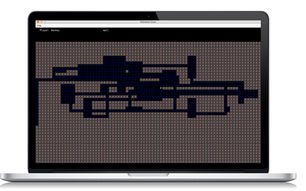
Music Player

HTML/CSS, JS
JQuery, Ajax, API

This music player recreates some of the functionality of the music streaming site SoundCloud. It queries SoundCloud's API and plays songs using the Stratus library, a jQuery powered SoundCloud player. Users input a song or artist name and the first twenty results from the response object are rendered on the page. Each song can be played and added to an alterable playlist. The above UI has not been implemented but feel free to test out the functionality here.

Escaping Seahaven

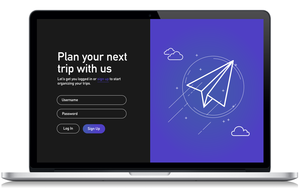
Java



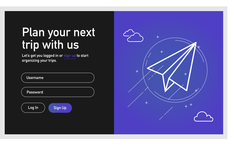
Escaping Seahaven is a 2D tile based game inspired by the movie *The Truman Show*. Players help Truman navigate through a water maze to find the unlocked door in the dome. Provided with a tile rendering engine, I worked with Austin Chiang to create an engine for generating explorable worlds as a CS61B Data Structures project. Each world is pseudorandomly generated with a random number of rooms and hallways based on an initial seed inputed by the player. The user interface includes a 2D grid of tiles showing the current state of the world and a Heads Up Display that includes the player's name and text that describes the tile currently under the mouse pointer. Players use the W, A, S, and D keys to move up, left, down, and right respectively. Progress can be saved and loaded in the exact state of the most recent save after quitting and opening the game back up.

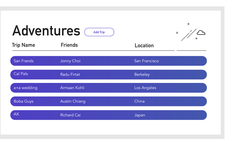
Trip App

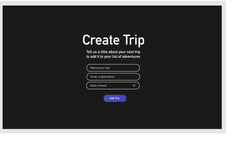
HTML/CSS, JS
SQL, Flask



I created this travel application with Natasha Timakova for INFO 290T Full Stack Web Development. Organizing trips with a spreadsheet is challenging because it is hard to use and not scalable. Our app aims to address these issues and allow friends to coordinate trips. After signing up, users can login to view the trips they are a part of. They can then create a trip with a trip name, destination, and one friend. This information is stored in a database so both the friend and trip creator can view the trip in their respective accounts. Natasha and I worked together to implement the functionality and following user interface I designed.







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