CHRIS DELAUDER

(415) 310-4383 | cdelauder@gmail.com | www.linkedin.com/in/chrisdelauder/ | https://github.com/cdelauder |

http://chrisdelauder.com

SKILLS

- Ruby/Rails
- Node.js
- jQuery
- Javascript
- Sinatra

- Git/Git Workflow
- Rspec/Jasmine
- TDD
- Firebase/MongoDB
- MVC

- OO Design
- Agile Development
- CSS
- HTML
- ActiveRecord/Postgresql/Sqlite

PROJECTS

wendywiegmann.com   http://www.wendywiegmann.com

This was a freelance project in which I was focused on creating a beautiful, modern design.
- Technology: HTML, CSS, Javascript, jQuery, Git
- Created the layout and design
- Exclusively styled with custom CSS

TechLX   http://techlx9turfdewosdifddkcmw.herokuapp.com/

I consulted on the website for TechLX, which is an educational startup aimed at teaching underprivileged kids how to code.
- Technology: Ruby, Rails, HTML, CSS, Heroku, Git
- Developed the contact page functionality using nested parameters
- Wrote the views and edited the content for production
- Implemented modern design principles

Tweetlibs   https://tweetlibs.herokuapp.com

Tweetlibs is a game where you can create a humorous story using tweets for dialogue.
- Technology: Ruby, Rails, Javascript, HTML, CSS, Heroku, Git, Twitter API
- Wrote the Ajax calls utilizing Rails helper methods
- Pair programmed over 75% of the codebase

Ghrepo   https://github.com/cdelauder/ghrepo

Ghrepo is a gem which allows you to create and clone a repository from the command line, with the option of adding rails or html in an initial commit.
- Technology: Ruby, Git, Github API
- Wrote the Github API calls
- Added the ability to create the repository with a Rails boilerplate application as an initial commit

GameBuzz   http://red-admirals-2014.github.io/game-buzz/

GameBuzz is a 2 player trivia game written entirely in client-side Javascript.
- Technology: Javascript, Firebase, HTML, CSS, Git, Jasmine
- Wrote the core game engine, Jasmine test suite, and Firebase module
- Implemented promises and callbacks to handle asynch events

EDUCATION

Dev Bootcamp   April 2014 - June 2014

Full Stack Web Development
- Over 1500 hours spent coding in an intense, immersive learning environment
- Developed skills in a variety of technologies by building team projects and pair programming

University of California, Berkeley   September 1998 - May 2003

Peace and Conflict Studies