

Full Stack Developer :: Claire Samuels

Artful algorithms, algorithmic art

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Skills

Languages: Javascript (ES5, ES6, jQuery, AJAX), GLSL, Ruby, C++, PHP, HTML5, CSS3/SASS/LESS

Frameworks & APIs: Rails, React.js/Native, Angular.js, Node.js, WebGL, Canvas

Methodologies: OOP, TDD, MVC architecture, REST APIs

Build Tools: Gulp, Git, GitHub, Bitbucket, JIRA, Vagrant, npm, Webpack

Software: Adobe Creative Suite, Microsoft Office

Awards/Certifications

AT&T Hackathon (6/25/16): Second place

JLPT (Japanese Language Proficiency Test): Level 2 (Business-level fluency) certification

Projects

Sherlock on Watson: Track missing persons using your phone and IBM Watson visual recognition technology

Team project; I wrote the code for image capture, processing, and consuming Watson's visual recognition API.

- Second-place winner at the AT&T Hackathon in June 2016

Walkabout: iPhone app using GPS to narrate fun facts about your surroundings

Team project; I wrote the control logic to provide the most seamless, it-just-works experience to the user.

- Written in React Native

2D Game Framework: Framework for an original adventure game

Solo project; scratch-written in vanilla JS with no third-party engines, frameworks, or libraries (art by me as well).

- Full sprite animation with dynamic lighting using normal mapping and Phong shading
- Touch and keyboard controls for desktop and mobile

Sudoku Solver: Enter any valid sudoku puzzle and see it magically solve itself

Team project; I wrote the recursive brute-force algorithm in Ruby, and all the JavaScript and CSS on the front end. The brute-force algorithm can solve any puzzle, within milliseconds in the vast majority of cases.

- Single-page app using Rails and AJAX

Employment

Freelance, NYC (July 2016 to December 2016)

Front-end Developer

- Translated mockups into responsive, pixel-perfect websites with wide cross-browser compatibility for agencies including Shift Lab and The Bloc. Followed Atomic principles to create robust and reusable front-end code.

Freelance, NYC (2005 to 2015)

Japanese > English Translator

- Combining my knowledge of Japanese and scripting, created an automation-aided pipeline that massively accelerated translation of "problem" manuscripts for The Pokémon Company and others.

BookOff USA, Inc., NYC (November 2010 to December 2011)

Retail Associate

- Assisted customers and performed cashier duties in English and Japanese.

Central Park Media, NYC (June 2001 to July 2002)

Production Assistant and Subtitle Technician

- Developed procedure to create custom graphic subtitles for DVDs, expanding styling capabilities beyond what the platform ordinarily supports. Helped develop new DVD quality assurance procedures.

Education

Dev Bootcamp 2016

School of Visual Arts 2008, BFA Traditional Animation

Brandeis University 2000-2003

Stuyvesant High School 2000