**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

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**](http://github.com/dmandelb/sherlockonwatson): 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**](http://github.com/clairemation/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**](https://clairemation.github.io/projects/timesprisoner/): 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**](http://shrouded-harbor-54304.herokuapp.com/): 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” maniscripts 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, to provide styling options 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