

# Connor Norton

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## EXPERIENCE

**Tongo** - Software Engineer (Typescript, Next js, React/Tailwind, Xano)

**Apr 2023 – Present**

*Tech startup in Hospitality sector with 12 hotel clients (and growing) and 1,000+ daily users, Part-time*

San Francisco, CA

- Designed and built out a brand editor feature from front to back in just two weeks, allowing Tongo's hotel clients to edit their landing page on the platform. The feature includes the ability to edit the brand name, description, associated venues, and more.
- Redesigning other editor forms within the website to match the style of the brand editor, specifically by giving all sections of each from a collapsed state by default, which expands when the user needs to edit a particular section.
- Created the backend API patch endpoint in Xano and made requests using Axios, ensuring that the feature was seamlessly integrated with the rest of the platform.
- Manages tasks and progress using Trello, maintains version control via github git workflow, and collaborates with a small team of engineers to deliver high-quality software solutions for Tongo's growing client base.

## PROJECTS

**Eventlite** (Ruby on Rails, JavaScript, React, Redux, AWS, CSS3, Webpack, PostgreSQL)

[Live Site](#) | [Github](#)

*A single-page Eventbrite clone where users can create events, like events, and follow their favorite event creators*

- Harnessed the unidirectional state management of Redux to simplify React components and directly manage data for form inputs and form submissions.
- Managed scheduling an event CRUD through custom transactional database operations using Active Record and PostgreSQL, which allowed users to customize and persist events through future logins to the site.
- Connected the Rails back end to AWS S3 for media storage and organization while maintaining content security with AWS IAM, enabling users to attach photos when creating or editing events as well as safeguard seed photos in production.

**Key-Wi** (Express, Mongoose, JavaScript, React, Redux, AWS, CSS3, Webpack, MongoDB)

[Live Site](#) | [Github](#)

*A centralized platform to find and share custom keybindings for different video games across consoles and controllers*

- As both backend and overall team lead, I developed all backend express routers and mongoose models/validations, as well as front end implementation of the follow feature and AWS S3 storage of profile photos
- Applying express.js I created full CRUD routing functionality with custom validation for keybinds based on the game's valid movements and the controller's valid inputs
- To improve the security of the project's database, I utilized Mongoose's Map schema type for the keybind object creating a more specific database constraint as only the hashmap data structure would be accepted.

**BlockWheels** (JavaScript, HTML5, CSS3, Webpack)

[Live Site](#) | [Github](#)

*A fully interactive JavaScript and HTML5 Canvas side-scroller game inspired by Hot Wheels*

- Designed a dynamic 6-point hit box (even while rotating) for the car by incorporating JavaScript built-in trigonometric functions to track all four corners and 2 sides relative to cars central point and angle to ground, consistently outperforming canvas' built-in collision function.
- Created car rotation mechanic only while airborne by synchronizing canvas built-in image rotation vector with car rotation vector, in order to give the user more control over their landings.
- Built a sliding functionality (by incrementing x and y positioning proportionately to the slope of given ramp) for the car when grounded in order to replicate the effect of wheels in real life and create an overall smoother user experience.

## EDUCATION

**App Academy**

*Curriculum of Study in Full-Stack Web Development*

**San Francisco, California**

November 2022

**University of California, Santa Barbara**

*Bachelor of Arts in Economics and Accounting*

**Santa Barbara, California**

Class of 2021

**SKILLS** Typescript/JavaScript, React/Next js, Tailwind, Ruby/Rails, Postgres, MongoDB, Redux, Express, SQL, Git