Cody Pizzaia

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PROJECTS

FightClub *(Rails, React/Flux)* | live | github
Single page group organizing site based on Meetup.com
- Fully tested in RSpec and Capybara.
- Pagination of database for efficient queries and infinite scrolling.
- Implemented Flux architecture to allow for scalability.
- Automatically uploads images using Amazon S3 API through paperclip.

DualBird *(Javascript, HTML5)* | live | github
Flappy Bird clone made with HTML5 Canvas.
- States within the game enable 2 modes of play.
- Touch and click events allow both mobile and desktop play.
- Fully tested in Jasmine.

JavaScript Chess | live | github
Chess built in vanilla JavaScript
- Fully tested in Jasmine.
- Utilizes inheritance to DRY up piece classes.

SKILLS

Ruby | Rails | Javascript | jQuery | React | TDD | Flux | PostgreSQL

EXPERIENCE

Electrical Engineering Intern - *Moog Space and Defense Group (2014 - 2015)*
- Designed back EMF load box to simulate motor forces for avionics testing.
- Performed worst case analysis on avionics to ensure they met customer requirements.
- Developed proposal tool based in Excel allowing customers to configure a custom avionics unit.
- Managed all documentation for an entire satellite program (schematics, user guides, and assemblies) and interfaced with QA to ensure they met standards.
- Designed GUIs in LabView for simulation and debugging of avionics.

EDUCATION

Arizona State University, 2014
B.S Electrical Engineering
GPA 3.43
Course Highlights
Networking and internet protocols
Computer architecture and assembly language programming
Realtime digital signal processing using C++

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