

Cody Pizzaia

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PROJECTS

FightClub (Rails, React/Flux) | [live](#) | [github](#)

Single page group organizing site based on Meetup.com

- Built on React with a Flux architecture.
- 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.
- Tested using RSpec and Capybara.

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.
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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.
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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++

PORTFOLIO pizzaia.com • **GITHUB** github.com/cpizzaia

LINKEDIN linkedin.com/in/cpizzaia