

Technical Skills

Strong: JavaScript (ES6), jQuery, HTML/CSS, Angular, React, Node.js, Express, MySQL, MongoDB, Git, Webpack, Photoshop
Experienced: OAuth, Bootstrap, SASS, Three.js, TDD, Mocha, Chi, WebRTC, OOP, Gulp, Socket.io, PHP, Wordpress

Professional Experience

BandLPetCare - Software Engineer – E-Commerce Site (B2C) 2017

- Responsible for the design and development of the site, primarily build using Javascript, PHP, and MySQL.
- Architected online booking functionality using Javascript, and PHP to implement CRUD operations on to MySQL DB.
- Integrate Square-Up Payment System, allowing customers to securely pay for services without compromising their credit card information.
- Automated real-time price calculation for clients, taking advantage of Google's Map geolocation to calculate the distance between given coordinates.
- Built a secure login area, requiring valid server authentication credentials to allow site Admin to manage bookings, records of clients and update the business availability calendar in a friendly UI that interacts with MySQL.

Copernicus - Software Engineer - Multiplayer physics-based game for students 2016

- Integrated Three.js with physics Web Workers to build a reactive and responsive 3D gameplay environment.
- Created tracking algorithm for Object-Tracker.js to compute only specific pixels from the canvas, improving translation of user actions into game actions, and increasing processing speed by 78%.
- Enabled reliable, instantaneous data transfer using WebRTC data channels and STUN/TURN server technology to ensure a smooth multiplayer experience.
- Leveraged Mocha/Chai testing framework according to TDD and unit testing best practices in support of continuous integration / continuous release to improve app stability and debugging.
- Deployed on AWS to allow for efficient scaling in response to load events.

Stereo D - 3D Artist - Convert 2D film footage into 3D - (Captain America, Avengers) 2014 - 2015

- Calculated exact point color values using Nuke in order to quickly place characters and objects from 2D footage in the correct 3D space.
- Worked closely with a small team of artists to deploy films on time and fix any last minute notes from the director.

Projects

Easy-RaidFinder - Forum for casual World of Warcraft players to easily find a raid before logging-in to the game.

- Built on Angular.js utilizing OAuth 2.0 to authorize players from the Blizzard game servers.
- Stored players' character data and forum posts on to MongoDB using an Express server.

Packafig - A tool to easily setup Webpack configurations.

- Parsed user input into a Webpack config file that developers can download and integrate into their projects.
- Designed UI using Angular.js' two-way data binding to translate user input into code as the user configures.

TadPoll - Live polling application that renders poll results in real time.

- Dynamically created websocket channels allowing users to create specific questions for specific audiences.
- Used bcrypt's hashing algorithm to encode passwords to authenticate accounts.

Education

Codesmith - Advanced Software Immersion Program 2016

Dave School - Certificate of Visual Effects and 3D Animation 2012-2013

Interests

Algorithms & Logic Puzzles, Movies, Hiking, Video Games, Family, Development