Chris Towler

Web Developer

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PROJECTS

Fakebook - *A React.js Facebook clone.*

- RESTful MVC architecture uses custom SQL queries to optimize data-pulling
- React components render changes in real-time through custom AJAX requests, improving UX
- CSS layouts achieve near-pixel-perfect UI replication

Platform Jumper - *A JavaScript browser game with HTML5 Canvas graphics.*

- Abstracted animation functions allows for component-specific frame control without requiring manipulations to core game frame-handling
- Handles collisions through axis-aligned bounding boxes allowing for intuitive user gameplay

Ruby Chess - *An object-oriented chess game with a terminal GUI.*

- Users select moves with a cursor rather than text inputs to improve UX
- Multiple levels of inheritance keeps game piece code DRY
- Computer AI randomly samples from all possible moves, allowing single-player game mode

SKILLS

JavaScript	**Ruby**	**Rails**	**React.js**	**Flux**	**jQuery**
CSS3	**HTML5**	**SQL**	**Git**	**AWS**	**TDD**

EXPERIENCE

GlobalFoundries, Malta, NY - *Equipment Engineer*

APRIL 2014 -NOVEMBER 2015

- Developed maintenance plans and led troubleshooting efforts for Lam 2300 Kiyo etch chambers to minimize downtime and maintain the production line
- Created and maintained web page for Equipment Engineering team, improving communication

SUNY Albany Department of Athletics, Albany, NY - *Academic Tutor*

FEBRUARY 2012 - DECEMBER 2013

- Tutored students in Computer Science, Calculus, Physics, and Chemistry

EDUCATION

App Academy, New York, NY

- 1000-hour full-stack web development course with <3% acceptance rate
- Topics include coding style, best practices, test-driven development, algorithms, single-page applications, and pair programming

College of Nanoscale Science and Engineering, Albany NY

B.S. Nanoscale Engineering - AUGUST 2009 - DECEMBER 2013

- Curriculum Highlights: Intro to Java, Object-Oriented Programming, Semiconductor Physics, Differential Equations, Linear Algebra