

Andrew D'Amico

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Projects

Instacam (*Rails, React.js/Flux*) | [live](#) • [github](#)

Instagram-inspired web application that implements a RESTful API with CRUD functionality

- Incorporates Flux design pattern to create a single-page app without redirects
- Implements a live text search that responds automatically with results on each keypress
- Generates a feed for the current user with custom SQL queries (based on follows)
- Enhanced data retrieval by associating related data with Jbuilder

Bouncing Balls (*Javascript, Canvas, HTML5*) | [live](#) • [github](#)

Browser-based game to appease the masses

- Integrates basic game physics -- to mimic the effects of gravity, falling balls are affected by a constant downward acceleration, while the player's horizontal movement is slowed by "friction"

Chess (*Ruby*) | [github](#)

Console-based, full-featured two-player chess

- Incorporates deep_duplication method to validate moves without modifying game state or the original game board

Skills

Ruby, Rails, Javascript, React.js, Flux, SQL, jQuery, HTML, CSS, Git, AWS

Education

App Academy

November 2015 - February 2016

12-week immersive full-stack web development bootcamp with <5% acceptance rate

Kenyon College

August 2008 - May 2012

Bachelor of Arts in Philosophy

Cumulative GPA: 3.6/4.0, cum laude

Experience

Audio Engineer/Producer

March 2014 - November 2015

- Developed and operated an in-home, professional-grade recording studio
- Engineered and coordinated dozens of recording projects with many clients including musical artists, Audible.com, and the television network ABC

Freelance Production/Photography Assistant

July 2014 - November 2015

- Monitored on-set production for featured content on Omaze.com, Earmilk.com, Guideposts magazine, and dozens of other physical/web-based publications