DIEGO MORAN

Contact

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Objective

To obtain a position where I can develop software that meets the expectations and requirements of any given project. In addition, I also intend to integrate my skills with others to solve analytical problems.

Education

Associates in Arts university studies: Math & science, CHAFFEY COLLEGE (FALL 2018)

Associates Degree in Computer Science, CHAFFEY COLLEGE (MAY 2019)

Skills X

- -Good with front end developing languages such as: HTML5, CSS3/Sass and JavaScript/jQuery
- -Familiar with back end developing languages such as: Python, PHP and $\ensuremath{\mathsf{SQL}}$
- -Comfortable with React JS library
- -Can transition to Angular JS framework if needed

Experience

August 2016 - Present

Game Master / Manager • Trapped! Escape Room

Projects

-Created a weather app that finds weather conditions based on the city and country user inputs with React, JavaScript, CSS, bootstrap and OpenWeatherMap's API

(https://diegomoran-weatherapp.netlify.com/)

-Created code for a mock-up game that I marketed on twitter towards game consumers. The language that was used (GML) is like an object-oriented language.