





DAVID ANDERSON

SOFTWARE ENGINEER

CONTACT

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EDUCATION

APP ACADEMY

(2019)

Immersive, 1,000-hour software development course with focus on full stack web development (accepts < 3% of all applicants)

UNIVERSITY OF MINNESOTA

(2010–2014)

Bachelor of Arts—English Literature and Philosophy

SKILLS

JavaScript

React

Redux

Ruby

Ruby on Rails

Python

SQL

HTML5

CSS3

Git

Amazon Web Services

jQuery

Heroku

TDD

Bootstrap

EXPERIENCE

APP ACADEMY | Coding Bootcamp

Software Engineer Technical Instructor (2019–present)

- Teach software engineering in JavaScript—including language-specific intricacies, general coding best practices, and styling—resulting in an increase in App Academy acceptance from approximately 3% to over 50%.
- Code-review algorithms in student assessments to check for correct answers, time complexity, and space complexity.

SPRINGER NATURE | Academic Publisher

Editorial Assistant (2018)

- Updated HTML daily for 20 academic journals to keep customer-facing websites up-to-date.
- Built and maintained monthly, quarterly, and annual reports for 20 journals requiring data analysis of sales and web analytics, resulting in coherent and uniform reports across journals

THE ONION | Satirical Publication

ClickHole Contributor (2016–2018)

- Wrote one thousand satirical headlines for the world's foremost satirical publication

PROJECTS

FAKEBOOK | [Live Site](#) | [GitHub](#)

(React, Redux, JavaScript, Ruby on Rails, SQL, PostgreSQL)

- A Facebook-inspired single-page social media site.
- Produced multifaceted, DRY code by refactoring the news feed and the profile “wall” to both be composed of the same child component with properties agnostic of the parent component.
- Added ActiveStorage migration to Rails and integrated Amazon Web Services (AWS) so that users can upload images.

BLOCK ATTACK! | [Live Site](#) | [GitHub](#)

(JavaScript, HTML, CSS)

- A JavaScript puzzle game based on the 1995 Super Nintendo game *Tetris Attack*.
- Wrote complex, time-efficient algorithms to check for perpendicular and multi-colored puzzle solutions within the grid array so that players are more greatly rewarded for composite, complicated solutions.
- Employed a game loop built on top of the “window.requestAnimationFrame” method to facilitate animation by calling the “update” function, drawing the board, checking the grid for cleared puzzles, and updating the player's score.

PITT, THE ELDER | [Live Site](#) | [GitHub](#)

(Python, JavaScript, HTML, CSS)

- A single-page site that returns the title and synopsis for a random episode of *the Simpsons* from a range of seasons
- Scraped the Simpsons episode data into a CSV file from IMDB using the BeautifulSoup library for Python.
- Converted the episode data from the CSV file into JavaScript objects using AJAX requests so that episode data is stored in accessible, clear data structures for O(1) lookup.

PONGPONGPONGPONGPONGPONGPONGPONGPONG | [Live Site](#) | [GitHub](#)

(JavaScript, HTML, CSS)

- A colorful, object-oriented JavaScript variation on the classic *Pong*.
- Built a challenging yet fallible AI opponent to play against users by designing a custom positioning algorithm that, when updated, changes the Y coordinate to an average of the current position and that of a ball whose velocity is within a specified range
- Utilized the Canvas API, CSS styling, and custom fonts to create a coherent and consistent design that evokes, and subverts, the retro style of the original game.