

**SKILLS:** ReactJS, Redux, Ruby, Rails, JavaScript, SQL, HTML, CSS, C, C++, C#, Java, jQuery, MongoDB, Express, Nodejs

## PROJECTS:

**Royal Crossing** *Ruby on Rails, React, Redux, PostgreSQL*

[live](#) | [github](#)

A single page clone of the popular story sharing website RoyalRoad

- Utilized asynchronous callbacks to sequence story, and chapter creation, to ensure every story was created with at least one chapter
- Constructed back and front end user authentication, using BCrypt and React-Router, alongside cookies to persist logins across sessions
- Leveraged Amazon's S3 to store images, reducing load times and improving overall scalability

**Deception** *MongoDB, Mongoose, Express, React, Redux, Node.js.*

[live](#) | [github](#)

An online multiplayer social deduction card game.

- Assembled WebSocket's emits to allow dynamic, concurrent gameplay
- Created reusable React components for same type cards, decreasing overall load times, and improving code readability.
- Customized different player roles using unique React component functions that enabled players to have randomized roles when starting a game.
- Managed a team of software developers, and assigned tasks to ensure key features were completed on time.

**Konosuba Fan Game** *JavaScript, Html, CSS*

[live](#) | [github](#)

Created a unique game that utilized vanilla Javascript.

- Achieved a custom grid based tracking system, that led enemies to become unpredictable as they cornered players
- Implemented an enemy AI using a custom pathing algorithm, that would result in enemies moving in unpredictable and challenging patterns.
- Utilized trigonometric functions to provide different character attacks, providing varying ways of play
- Implemented intense game logic to allow character swapping, opening up four different styles of play.

**Disabled Wizards** *Unity C#*

Engineered a Unity engine game that helped people understand the adversities of disabled peoples.

- Organized the idea and team communication through trello, increasing team communication, and efficiency.
- Implemented custom physics to design puzzles.
- Executed multiple camera angles to simulate different perspectives.

## EXPERIENCE:

**Inventory Specialist**

*Best Buy*

Nov 2019 - Jan 2020

- Collaborated, and communicated with a team to deliver a friendly environment to our guests
- Enhanced guest's knowledge by giving them an overview of computers and gaming consoles
- Adapted to the constantly changing computer field.
- Cross referenced inventory using inventory management software

## EDUCATION:

SUNY BUFFALO - **BA Computer Science**, 2015-2019

*Relevant Coursework:* Software Quality and Practice, Computer Organization, Software Engineering Concepts, Data structures

SUNY BUFFALO - *Game Studies Certificate*, 2015-2019

*Relevant Coursework:* Games Gender and Culture, Game Design

*AppAcademy* - 2020 - A rigorous programming bootcamp with a 3% acceptance rate, where students sharpened their programming skills in Ruby, Rails, SQL, JavaScript, ReactJs, Redux, jQuery, and algorithms.