

## Elliot Hipski

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Personal Site: <https://elliohip.github.io/personal-site/>

## Skills

- Proficient in **Node JS** and using **Passport.js** for server side sessions, **JWT**, and **OAUTH** authentication
- Experience writing apps with real time capabilities using **Socket.IO**.
- Skilled in parallel programming using **C**, as well as efficiently using parallelism in programs.
- Database Design using both relational **databases** with Sequelize and non **relational databases** with MongoDB.
- Native UI Development with **PyQT** and **React Native**.
- Game Development with **Godot** and **PhaserJS**

## Projects

Mar, 2024 - Mar, 2025

### Groupy - *Full Stack Developer*

- Led the Development of a Social Media platform called groupy (or college connect), which connects college students in the same school through secure channels.
- Features Developed include 2fa authentication, School-email based authentication, whitelist / members-only logic, WebRTC Random chat functionality, Friend Request Logic, DM logic, Group Chats, etc.
- Code Found at <https://github.com/elliohip/groupy>

Apr, 2024 - Current

### InfiniCrawl - *Developer, Project Lead*

- Leading the development of InfiniCrawl, a roguelite top-down RPG.

## Education

Aug, 2021 - Current

**Virginia Tech, Blacksburg, VA** - *B.S. Computational Modeling and Data Analytics*

## Awards

### VTHacks 2022 hackathon - 1st place:

- Led the UI development of Handstrumet, a Body-Movement Tracker to simulate playing various instruments using an attached camera