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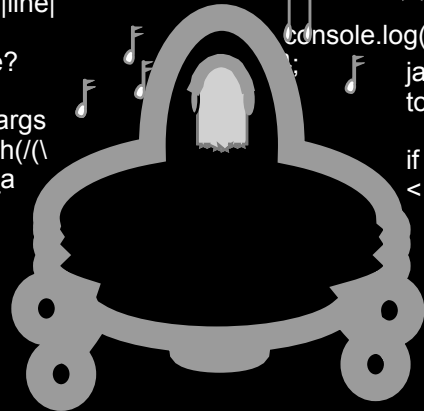
var reverse =
function(string) {
 var strArr =
 string.split("");
 var newStr = "";
 for (var i =
 strArr.length - 1; i >= 0;
 i--) {
 newStr +=
 strArr[i];
 }
 console.log(newStr);
};
javascript coin
toss:

if (math.random()
< 0.5) {

x.each do |line|
 if
 line.include?
 ("def")
 func_args
 = line.match(/(\n
 ((.*)\n))/).to_a

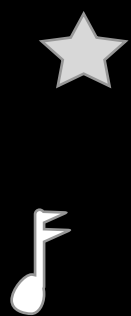
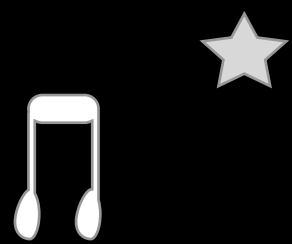
stars

musical notes



Ooops.... had
the silly thing in
reverse!

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```
var reverse = function(string) {  
  var strArr = string.split("");  
  var newStr = "";  
  for (var i = strArr.length - 1; i >= 0; i--) {  
    newStr += strArr[i];  
  }  
  console.log(newStr);  
};
```



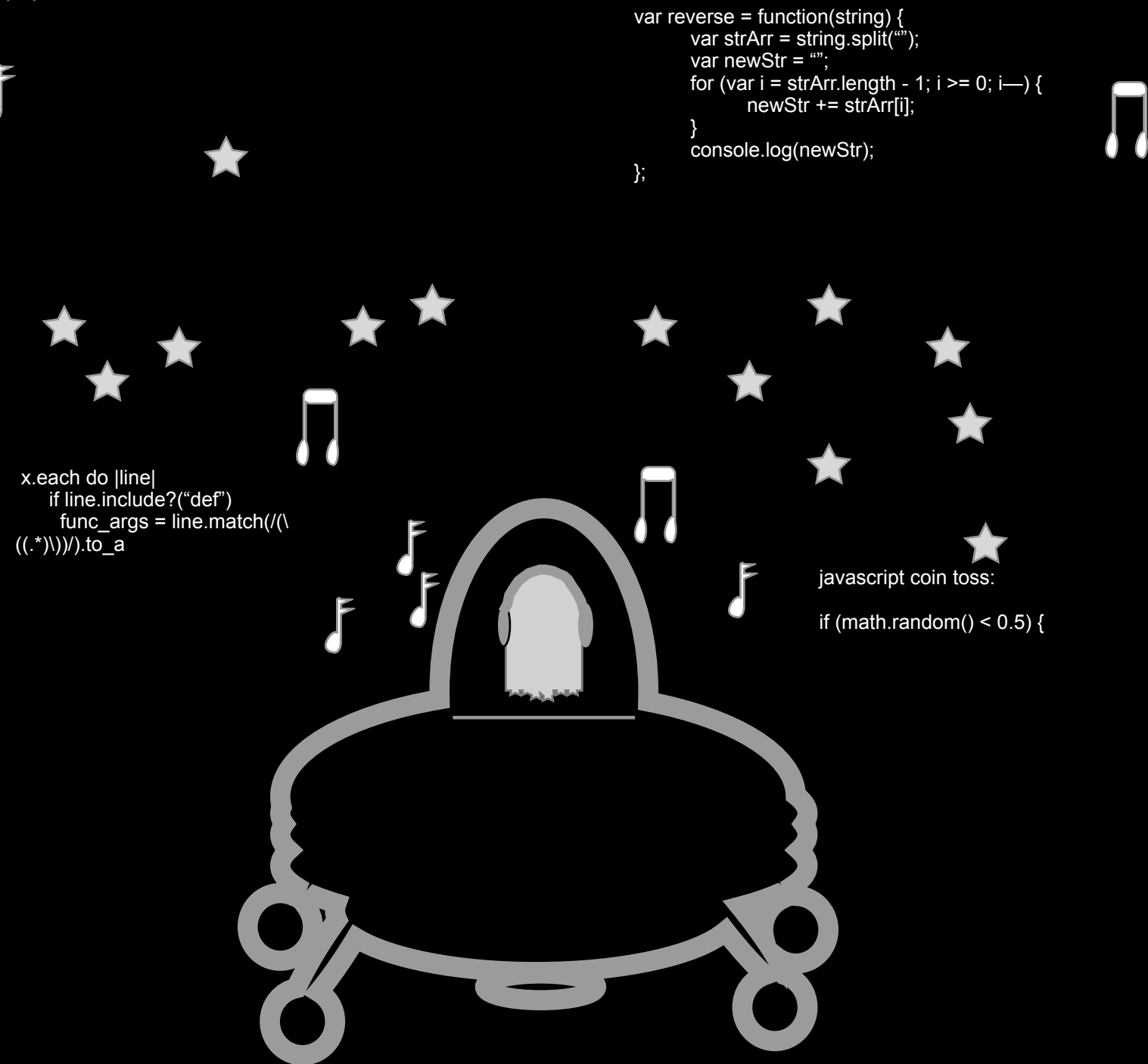
```
x.each do |line|  
  if line.include?("def")  
    func_args = line.match(/(\(((.*)))\))/).to_a
```



```
javascript coin toss:  
if (math.random() < 0.5) {
```



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Intro:

small cartoon showing the space ship go in reverse and crash off-screen, dialog box pops up with “Oops, had the silly thing in reverse”

spaceship travels so that the user see the back of the spaceship, as stars, music notes and random bits of code (possibly pulled off my github account??) float and pop on screen until they click on link

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about emily: web developer

i may or may not have spent my childhood dreaming of becoming the world's first cia-agent / marine-biologist / photographer / ballerina, but when i discovered programming i found the occupation and calling that truly lets me create anything and do everything. code may boil down to ones and zeros, but from there you can springboard to anything the heart can dream of.

my professional background before coding most recently involved UX, logo and icon design, wireframe creation for apps and UI styling for game-play in Unity and prior to that i've had the benefit of being employed by both small company and larger corporations in an administrative capacity providing extensive support to sales teams and internal and external customers.

programming:

first love: ruby

rebound steady: javascript

stuff i think i'm good at: ruby, javascript, node.js, react.js, redux, phaser, responsive design, user-experience, game design

tools i use: webpack, github, bitbucket, sourcetree, sketch, balsamiq

things i'm learning: postgresSQL, mongodb, python, django



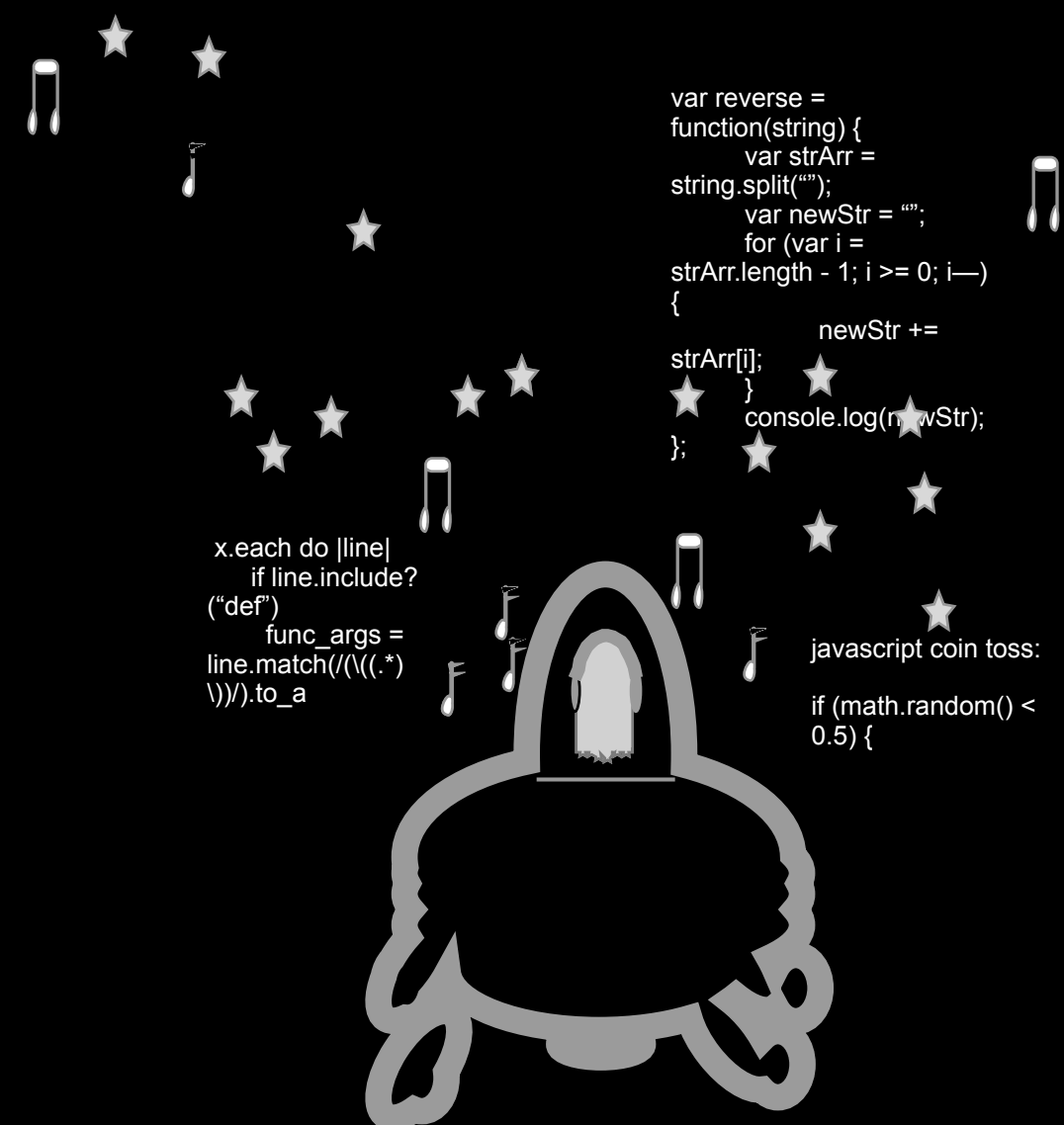
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Cool project to be created whilst
at Thinfu! used _____, _____,
_____, and _____ in the MERN
stack to solve _____ and
_____.

Cool project to be created
whilst at Thinfu! used _____,
_____, _____, and _____ in
the MERN stack to solve
_____ and _____.

Cool project to be created
whilst at Thinfu! used _____,
_____, _____, and _____ in
the MERN stack to solve
_____ and _____.

da first love: a console game
of chess built with ruby



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experiencing technical difficulty

keys become like teeth,

biting at my fingers.

the workflow

stops.

the learning

stops.

be it in the key of ruby or c#,

it kills the programming music,

in a loop without a break.

my dream, not too long ago...

I dreamt I was in the middle of a desolate

wasteland,

a wild dog chasing

me.

And then,

a man riding a motorcycle named Heroku

came to rescue me.

We went to a restaurant afterwards,
and the menu was printed in three columns
of Rails code.

Not quite poetry, but truth.

codetry is the fine art of writing bad poetry
around the topic of programming.

as with movies, one can't really appreciate
good movies until you've watched a
significant number of b-movies.



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