Evan Waits

Email | (530) 921 0652
Github | **Profile** | **LinkdIn**

PROGRAMMING SKILLS

Ruby on Rails | React/Redux | Express | JavaScript | jQuery | HTML | CSS | Bash | RSpec | Jasmine | PostgresQL

PROFESSIONAL EXPERIENCE

App Academy | Assistant Instructor, Bootcamp prep   **2017**
- Gave introductory JavaScript lectures to ~20 students on topics including classes, callbacks, & higher order functions
- Guided students to correct answers for issues with their code while also showing how to find answers once they were not in the classroom.
- Performed quality assurance on new Virtual Reality curriculum, and Javascript video lectures
- Proctored ~100 technical/algorithm admissions interviews in JavaScript for new App Academy applicants

App Academy | Software Development Intern   **2016-2017**
- Quickly adapted to an unfamiliar project's code base and began improving usability of previously existing features, while adding new features and views via Rails and React
- Eliminated 3 N+1 database queries from the backend of my primary project
- Implemented major style and layout changes using SCSS and React, including creating drop down menus from scratch, allowing users easier ways to select and visualization aggregate data
- Created a system for sending automated emails triggered by certain events using Rails ActionMailer

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Selected Projects*:*

Band Camper | **Github** | **Live**   **Full Stack Engineer - Rails, React/Redux**

Single page web app for musicians to upload music, and listeners to listen to & download songs
- Integrated real time search that allows listeners to find artist by name using AJAX and React component state
- Implemented Coudinary's upload widget to allow users to drag and drop songs and images to an upload window when they wanted to add songs or images to their profile
- Used the npm React-Player package to allow users maintain and control playback of a song while navigating to different views

Bubble Biter | **Github** | **Live**   **Front End Engineer - HTML Canvas, JavaScript**

Game where users guide their dot to eat smaller dots while trying to avoid getting eaten by larger dots
- Used asynchronous JavaScript and CSS transitions to animate a clean transition from level to level
- Utilized HTML5 canvas elements to animate cells, score, and level counter
- Used Vanilla ES6 JavaScript with webpack to handle game physics, player controls and game logic

Study Spot | **Github** | **Live**   **Full Stack Engineer - Rails, React/Redux, Google Maps API**

Single page web app that allows users to log in, mark, and view nearby businesses with free wifi
- Integrated Google Maps API to display locations saved on my server on the map
- Designed and implemented a mobile first design pattern using media queries
- Used React to allow users to add spots by clicking the map and then only re-rendering the map
- Utilized React and Redux to prevent the site from ever having to perform a full reload

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Education
App Academy   **fall 2016**
University California Davis | BA Political Science   **2009-2013**