



Summary

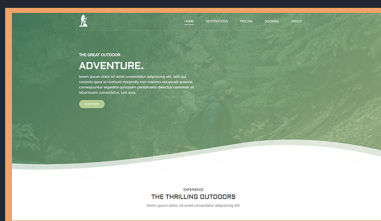
Self-taught web developer with additional experience in game development. Quick learner and extremely self-motivated. Skills include HTML/CSS, JavaScript, React, Bootstrap, and C#. Searching for opportunities to break into the career field of software/web development and to prove my worth as a dedicated member of a hard-working team.

Primary Expertise

- HTML/CSS
- Bootstrap
- JavaScript
- C#
- React

Completed Projects

Nature Tours



Technologies used: HTML/CSS, JavaScript

Website built to provide a smooth and easy to look at desktop experience, while maintaining the ease of navigation on mobile. Site is kept fast and light using just vanilla JS and HTML/CSS, as well as lazy loading for the large images further down the site.

Twitch Streamer



Technologies used: HTML/CSS, JavaScript, Twitch API

Intended as a easy to use template for Twitch streamers, this site features an embeded Twitch player that includes chat and is entirely responsive to resizing. Designed as a PSD to HTML project for the original client, the theme and colors are easily customized for new clients.

Hans



Technologies used: Unity Game Engine, C#, Custom Event System

Fast-paced top down shooter, built and shipped in a week by a team of two people. As the programmer on the project the main focus was creating modular systems for use in future projects regardless of scope or scale. The event system created for Hans acheives this and has been used by other game developers for their projects.

More *completed projects* and *live demos* available on my website: ewanhansen.github.io