

Frankie Simms

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PROJECTS

Lingua (Rails, React/Flux) | [live](#) | [github](#)

A gamified, Duolingo-inspired web app for language learning

- Saves user's progress through completion models with polymorphic associations
- Implements OmniAuth for simple signin through Google and Facebook
- Sets data in cookies to track current course and language even when signed out

Cosmic Rush (Javascript, HTML5) | [live](#) | [github](#)

A colorful, Space Invaders-style shoot-em-up game for the browser

- Registers object collisions by employing two different collision-detection algorithms
- Enemies move in interesting patterns by means of vector math and linear equations

RecLite (Ruby, SQL) | [github](#)

An Object Relational Mapping system with the core functionality of ActiveRecord

- Metaprograms functions for conveniently finding models based on their attributes
- Tiered inheritance and multiple modules keep the code DRY and extensible
- Lazily evaluates 'where' clauses to reduce queries by only firing them when needed

SKILLS

Ruby	Rails	SQL	HTML/CSS	RSpec
JavaScript	jQuery	React	Flux	Git

EDUCATION

App Academy 2015–2016

- 1000-hour full-stack web development course, accepts < 3% of applicants
- Topics include TDD, algorithms, OOP, coding style, and single-page apps

Williams College – Bachelor of Arts in English, GPA 3.4 2010–2014

- Coursework included Introduction to Computer Science, which focused on Java

SIT World Learning – Semester abroad in Cusco, Peru 2013

- Composed a 30-page final ethnomusicology paper entirely in Spanish

EXPERIENCE

Copywriter – Virtucom Group 2014–2015

- Produced up to 100 pieces of SEO-focused product copy every day
- Proofread 35–75 pieces of copy daily, ahead of schedule for client delivery

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