

Aaron Goddard

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Driven adventurer, Javascript Engineer, Full-Stack developer

Skills Ruby, Ruby on Rails, JavaScript, jQuery, Leadership, React.js, Redux, SQL, Git, HTML5, CSS3, AWS, MongoDB, PHP

Projects

Hedronite Attack(Vanilla JavaScript, Canvas)

[Live Site](#) | [Github](#)

A fast-paced action game written in JavaScript using canvas and vanilla DOM manipulation

October 2018

- Dynamically instantiated moving objects at random locations on the canvas in between calls to requestAnimationFrame.
- Selected appropriate sprites and graphics for each object and set logic for changing images based on object state.
- Devised collision detection logic using geometric calculations to determine whether any two hit boxes overlap. If a valid collision is detected, the collision handler for both objects responds accordingly.
- Created audio objects via HTML5 Audio tags and called them on collision events, resulting in well-timed sound effects.
- Performed all of the voice acting and wrote the story for added user enjoyment.

Fliquor(Rails, React, Redux, CSS)

[Live Site](#) | [Github](#)

Full-stack clone of Flickr built with Rails on the back end and React on the front end

September 2018

- Implemented fully functional user authorization using custom-built React forms, resulting in a streamlined login experience.
- Constructed protected routes to prevent unauthorized users from posting.
- Established a many-to-many relationship between albums, photos, and tags using Active Record Associations.
- Used React Router DOM to create swift and seamless navigation between react components.
- Built numerous functional React components and styled them with CSS3 pseudo selectors for an exciting and colorful user experience.

Wanderer (MongoDB, Express, React, Node, CSS)

[Live Site](#) | [Github](#)

Full-stack app for adventuring across the great highways of America built with Mongo, Express, React, and Node.

September 2018

- Constructed a vehicle database on the backend using JavaScript and MongoDB, allowing users to create and store information for multiple vehicles.
- Wrote two separate controllers: one to check for a session token passed down via an Axios call from the front end, the other which skipped that check to allow an unregistered user to access appropriate features.
- Prevented redundant queries by nesting the entire vehicle object inside of the user Object; this way, the frontend has only to query the current user in order to find all of their vehicles.
- Refined the styling of the app using CSS3. Utilized the flexbox property to create a responsive design, and selected an orange theme to instill a sense of adventure..

Library of Legends (MongoDB, Express, React, Node, GraphQL, CSS, Apollo)

[Live Site](#) | [Github](#)

Full-Stack application for tabletop role playing game players to create, store, and view characters in Pathfinder 2nd Edition

July 2018

- Constructed a character database using Mongoose and GraphQL
- Built a character creation menu for Pathfinder 2nd Edition using React and React-Apollo

Experience

Driver

Uber

August 2016 - August 2018

- Provided superior customer service to no fewer than 5000 passengers over a period of 24 months.

Sheet Metal Worker

Sheet Metal Workers Local 104

July 2014 - August 2016

- Assembled and installed no fewer than 4 complex HVAC systems to customer specifications .
- Ensured compliance with industry measurement and safety standards.

Education

App Academy (Fall 2018)

Immersive software development course with focus on full stack web development

De Anza College, Cupertino

General Education, 120 credits received