

Recent Projects

Full Stack Engineer-Snapshots

[live - github](#)

Easy drag-and-drop web portfolio. Single-page React app consuming RESTful JSON Rails API.

- Engineered a row based photo layout which maintains aspect ratios and creates novelty by dynamically building a different layout on each load.
- Built a React/Flux Component which wraps Cloundiary's photo upload widget to ensure a better user experience when uploading photos

Full Stack Engineer-PassTheConch

[live - github](#)

Joint storytelling game. Single-page React/Redux app utilizing Node.js and web sockets

- Implemented web sockets through Socket.io to allow real time gameplay with other users
- Designed a custom validation system for socket requests based on redux actions

Frontend Engineer-Interactive Sprial

[live - github](#)

Interactive Spiral built with HTML5 Canvas and JavaScript

- Devised algorithm that exponentially reduces the speed of objects as they approach their final position
- Developed dynamic algorithm that changes the spiral's rate of collapse in response to mouse scroll

Skills

Ruby, Ruby on Rails, JavaScript, jQuery, Websockets, React, Redux/Flux, SQL, Git, HTML, CSS, Postgres, NPM, Webpack, RESTful APIs, Single-Page Apps

Education

Web Development, App Academy

March 2016 - May 2016

- 1000-hour immersive full-stack web development intensive with <3% acceptance rate
- Topics include: TDD, scalability, algorithms, OOP, coding style, REST, security, single-page apps, and web development best practices.

BS Industrial Design, Barrett, the Honors College at Arizona State Univerity

August 2011 - May 2015

- Design Thinking, User Experience, User Interaction, Design Research
- Summa Cum Laude with Honors, 3.83 GPA, Dean's List, ASU President's Scholarship

Experience

Part Time Jobs

*Valet, All About Parking - Front Desk Associate, Stanford University Recreation
Palo Alto, California --- December 2015 - March 2016*

- Taught myself Ruby, HTML and CSS while working part-time jobs

Industrial Design Intern, Achilles Design

Mechelen, Belgium --- May 2014 - August 2014

- Solo designer of a wall inlet for a central vacuum cleaner. From start to final prototype in one month
- Created a 39-page market analysis of bikes which helped influence a new product's direction