John **Goodman**

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PROJECTS

Cloudcast (Rails, React) | *Full-stack engineer*   live | github
Responsive single-page podcast sharing site based on Soundcloud.
- Custom built audio player UI lets users intuitively scan tracks.
- Fully mobile and touch-screen responsive.
- Uses React and AJAX requests to update tracks and comments in real time.

Luna 3 (Javascript, HTML5) | *Front-end engineer*   live | github
Browser game made with HTML5 Canvas and JavaScript.
- Uses frontend JavaScript to manage player interface and render sprite-based graphics
- Uses custom-made physics engine and collision detector
- Features modular power-ups to conditionally modify gameplay features.

DOMquixote (Javascript, HTML5) | *Front-end engineer*   github
JavaScript library to streamline DOM interface for web apps.
- Allows users to select DOM elements by parent-child relationships.
- Dynamically appends document listeners, classes, and new elements.

SKILLS

**Ruby, Rails, JavaScript, jQuery, React, Flux,
HTML5, CSS3, SQL, Git, RSpec, TDD**

EXPERIENCE

Educator - *Kieve-Wavus Education (2015)*
- Taught social and environmental curriculum to students from Maine schools.
- Contributed original exercises and activities to teambuilding curriculum.

EDUCATION

Web Development - *App Academy (Spring 2016)*
- Immersive software development course with 3% acceptance rate and focus on web development and agile methodologies, and strong emphasis on collaboration.

BA History/English - *Bates College, 2015*
Senior Thesis: *Politics of Power in the Inca Civil War.*
GPA 3.65

PORTFOLIO johngoodman.io • **GITHUB** j-goodman
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