* Nba quiz app
* User can click a date, check any games on that date, allows user to pick any matchup of that date, to which our server would generate quiz qs about
* React, js, node, material ui components
* Connect with NBA API
* Make things demonstrably interactive.
* Both of our first projects unguided
* Using state and passing it through
* Understanding how pages render and at one point data would be rendered asynchronously.

NBA Quiz React App (Hackathon Project)

Tech:

React

JS

Node.js

Material UI

An NBA Quiz game created for a “Gamify the World” themed hackathon using React, Node.js and Material UI components. The user is prompted to select a date. The app calls the NBA API to populate the page with NBA games from that day. The user then selects which game they would like to be quizzed about. The app then generates a selection of questions regarding the box score of that game. Our goal with this app was to an to demonstrate experience working with 3rd party APIs, an ability to design and implement interactive webpages, and a firm understanding of full-stack development. This project was planned, designed, engineered, and deployed by myself and one partner within the 4-day competition period.

Audiocat Music Streaming

Tech:

Python

Flask

Jinja

MySQL

A mockup streaming service. A user can add songs, artists, playlists, albums, and new users with an interactive webpage built with Python, Flask, and Jinja hooked up to a MySQL database. Our goal was to demonstrate a deep knowledge of relational database structure, design, and implementation as well as a firm grasp of full stack engineering principles.