Justin Schultz

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PROJECTS

Vapour   Live / GitHub

Platform for game shopping, built with Ruby on Rails and Backbone.js

- Immediate filtering when browsing games with tags
- Custom events trigger the creation of modals for a friendlier user experience.
- Uses Amazon S3 to store user profile pictures

Lil' Wizards   Live / GitHub

Multiplayer browser game, built in Javascript

- Manages HTML Canvas elements to render the graphics to the screen
- Wields Gamepad API to provide controller support to users
- Handles a sound library that regulates multiple audio tags to generate sound
- Uses jQuery to create a multi-layered menu system with controller support

Chat App   Live / GitHub

Live messaging app, built with Node.js and Socket.io

- Leverages Socket.io rooms to utilize multiple chat groups
- Performs Regex to recognize name change functions on the chat bar

Chess   GitHub

Terminal chess, built in Ruby

- Uses effective inheritance chains to slim down code
- Features game saving & loading using serialization to YAML

SKILLS

Ruby	Javascript	Node.js	jQuery	HTML	CSS	Git
Ruby on Rails		Backbone.js		RSpec	SQL	Matlab

EXPERIENCE

Sun Media Distributions   2001 - 2013

Newspaper Deliverer   Alberta, Canada

- Faced hostile Alberta weather daily to ensure that my subscribers always received their news on time.
- Challenging work with minimal oversight.

EDUCATION

App Academy   November 2014 – February 2015

Full Stack Web Development Course   New York

- 5% acceptance rate
- 400 hours of intense pair programming