

# Sarah K. Peters

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## skills

JavaScript (ES5/ES6), React.js, Redux, Ruby, Ruby on Rails, jQuery, SQL, PostgreSQL, MongoDB, Express, Node.js, Git, HTML5, CSS3

## projects

### Debugger Defense

[live site](#) | [github](#)

*Tower Defense style typing game implemented with JavaScript, React, Express, Node, HTML5/Canvas, MongoDB*

- Customized a Bug-class, including Bug-movement and radial-collision algorithms, using JavaScript, to move Bugs toward a target and remove Bugs upon collision with said target.
- Designed sprite animations via sprite sheets which were integrated into HTML5 Canvas along with critter-movement, collision, and frame-counter algorithms.
- Utilized and promoted the use of feature-branches on Git to create clean and streamlined deploys to production.

### Ms. Program And Control

[live site](#) | [github](#)

*Ms. Pacman game created using JavaScript, HTML5/Canvas and CSS*

- Optimized game logic and design by using ES6 Object-Oriented inheritance principles by creating class hierarchies for moving objects.
- Devised a 2-D array bitmap to create and render square Tile instances on HTML5's Canvas element that represented the maze for players to easily navigate.
- Engineered collision detection algorithms to check whether corners of a Tile Instance were inside corners of the Ms. Pacman or Ghost instances.

### KatChat

[live site](#) | [github](#)

*Discord live-chatting replica, developed using JavaScript, React, Redux, Ruby on Rails, PostgreSQL*

- Harnessed the Ruby API, Action Cables, by implementing a database Connection Class and Channel class with a streaming/broadcasting function so that users could establish subscriptions to channels, and participate in live-chat.
- Built and organized a variety of React Components, including creation forms, channel-show-lists, and server member lists; creating a DRY, modular and reusable code base.
- Maintained manageable and testable state in each component by utilizing Redux cycle and tools.
- Applied custom created Modal using React and Redux so that users could both easily navigate creation forms and make successful posts to the database.

## experience

### Quality Assurance Test Lead

*Cryptic Studios*

Feb 2017 - Oct 2018

- Supervised and developed a team of seven functional testers toward best testing practices, including integration and user experience testing, resulting in fewer live-issues, happier users, and increased sales.
- Cultivated an onboarding system for new testers that included providing technical and non-technical resources, daily check-ins, and collaboration with team members.
- Fostered interdepartmental training for team members such as internships and classes to create more cohesive production cycles, which resulted in better releases and career advancements.

### Quality Assurance Tester

*Cryptic Studios*

Feb 2016 - Feb 2017

- Executed structured testing schedules under tight deadlines.
- Identified, tracked, created and updated documentation on features and associated defects, improving process efficiency and the end product.

## education

### App Academy (Spring 2019)

1000 hour immersive software development course with a focus on full stack web development.

### University California @ Santa Barbara (Spring 2013)

BS - Zoology and Animal Science