Sarah K. Peters

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skills

JavaScript (ES5/ES6), React.js, Redux, Ruby, Ruby on Rails, jQuery, SQL, PostreSQL, 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 a variety of React Components, including creation forms, server-show-lists, channel-show-lists and, and server member lists, thus creating a modular and streamlined single-page app.
- 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 easily navigate Channel and Server creation.

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.
- Cultivated an onboarding system for new testers that included providing technical and non-technical resources, daily check-ins, and 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 focus on full stack web development.

University California @ Santa Barbara (Spring 2013)
BS - Zoology and Animal Science

interests

Avid PC and Console gamer, climbing enthusiast, crochet geek, and Bearded Dragon mom.