# Kevin de Roulet

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**Summary Statement:**
I'm a Web Developer working in React.js, MongoDB, Node.js, and Express.js. Before becoming a web developer, I got an M.A. in philosophy—studying philosophy taught me to tackle challenging problems, and I hope to continue solving challenges as a developer. I am currently working on a MERN-stack reading application.

**Technical skills:**
React.js | Angular.js | Node.js | Express.js |
MongoDB | JavaScript | Ruby on Rails | HTML |
CSS | Materialize | Bootstrap | jQuery

**Projects:**
**React Chess App [chessforreact.herokuapp.com/]**
*Full-stack | 7-day sprint*
I built this full-stack Chess application with React.js, MongoDB, Node.js, Express.js, and Socket.io. This was the capstone project of my General Assembly boot camp. In this project I implemented the full game logic of chess, JSON web tokens for authentication and authorization, and Socket.io for real-time matches played online.
**Where The Party App [wtpa.herokuapp.com]**
*Full-stack | 7-day sprint*
This is a full-stack social-sharing app for planning nights out, built in a group of 4 with Node.js, Express.js, MongoDB, the Yelp Fusion API, and Google OAuth. I was the coding lead on this project, and I successfully implemented authorization features, API calls through the Yelp Fusion API, and all of the itinerary-building logic.
**Ryde App [ancient-meadow-38445.herokuapp.com]**
*Full-stack | 7-day sprint*
I built this full-stack ride-sharing app with Ruby on Rails, HTML, CSS, Bootstrap, and PostgreSQL. I designed this project mobile-first with an emphasis on a seamless user experience.
**Solitaire App [kderoulet.github.io/solitaire]**
*Front-end | 7-day sprint*
This is a web-app for the card game Solitaire built with JavaScript, jQuery, CSS, Bootstrap, and HTML. I wrote and implemented all of solitaire's game logic, using vanilla JavaScript as well as jQuery.
**Dragon Fighter App [kderoulet.github.io/dragonfighter]**
*Front-end*
This is a web-app for a text-based adventure game built with JavaScript, jQuery, CSS, and HTML I designed this as a Single-Page Application (SPA) in the spirit of many react apps. The game therefore functions totally without new page requests once the initial page is loaded.

**Education:**
Web Development Immersive, General Assembly, 2017
M.A. Philosophy, Biola University, 2017, High Honors
B.A. Biblical and Theological Studies, Biola University, 2015, Cum Laude