MYLES M. ALCALA

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Portfolio: https://ma662.github.io/Portfolio/

CAREER SUMMARY

I'm a diligent and detail-oriented software and web developer with a lifelong dedication to learning tech with proficiency. I have exposure to front-end, back-end, LAMP and MERN stacks and combine this knowledge with my creative flair and problem-solving abilities to develop scalable and user-friendly applications. My skills in designing, building, and maintaining websites from conception to production pair well with my desire to work in diverse team environments in delivering lasting solutions that exceed expectations.

TECHNICAL SKILLS

Node.Js | Express | JavaScript | jQuery | React.JS | GIT | GitHub | Travis CI | Mocha.JS | MongoDB | MySQL | Firebase | Handlebars | HTML | CSS | Bootstrap | Media Queries | APIs | Excel | Microsoft Suite | Heroku | Linux | C# | C++ | Java | RabbitMQ | SDL | PHP | Bash | Python | Virtual Box | Unity | Android Studio | Adobe Photoshop/Illustrator | Ableton Live 9, 10 | Logic | Audacity

APPLICATIONS BUILT

Crow Rush, 2019 | https://crow-rush.herokuapp.com/ | https://github.com/ma662/Flappy-Birds
A recreation of hit mobile game *Flappy Bird* built in React with user authentication.
- **Project Lead:** managed Git repository and merges, created and managed user database, integrated core game functionality, built user authentication mechanism, deployed project to Heroku.
- Utilizes: ReactJS, NodeJS, Express, PassportJS, MongoDB, Mongoose, Bootstrap

SecureFox, 2019 | https://secure-fox.herokuapp.com/ | https://github.com/ma662/Secure-Fox
A website that allows users to write journal notes and save them to their accounts.
- **Tech Lead:** managed Git repository and merges, configured continuous integration, added fluid page turning animations for the journals, programmed journal-entry saving functionality, deployed project to Heroku.
- Utilizes: NodeJS, Express, bCrypt, PassportJS, TurnJS, MySQL, Sequelize, HandlebarsJS, Bootstrap

GeoChats, 2019 | https://ma662.github.io/Geo-Chats/login.html | https://github.com/ma662/Geo-Chats
Messaging chat-room application that allows users to join established chat-rooms based on their current region.
- **Project Lead**: managed the Git repository, created basic user authentication, integrated Google Maps API for location polling, created and managed database.
- Utilizes: NodeJS, Express, Firebase, Google Maps API, Bootstrap

System Integrations Project - Movie Search, 2018 | https://github.com/ma662/490-LAMP-Movie-Lookup
Scalable movie-data lookup website that integrates The Open Movie Database and IShowtimes through a multiple server environment using RabbitMQ for sending the data. Users can lookup movie/actor information and find data on local showtimes for movies.
- Configured messaging layer between 10 servers, implemented custom centralized logging to assist in debugging, designed a system for updates and rollbacks.
- Utilizes: PHP, Virtual Box, Ubuntu 16.04, MySQL, RabbitMQ, OMDB API, iShowtimes API, Bootstrap

Capstone Project - 4Space, 2018 | https://github.com/ma662/4SPACE
Android mobile game where players try to mirror the character's movement to the melody of the songs. Primary role was project management and design; produced the original music.

- **Project Lead**: developed Project Scope and Gantt chart to plan project trajectory throughout the semester, identified risks and mitigation solutions, intimately involved with design decisions: music system, player input, and the answer key/answer checking mechanism. Additionally involved in the UI planning with Android devices in mind.
- Utilizes: Unity, Ableton Live 10, Adobe Illustrator

EDUCATION | AWARDS
Rutgers University, Jersey City, NJ
Full-Stack Web Development | Coding Certificate, 2019

New Jersey Institute of Technology, Newark, NJ
Bachelor of Science, **Information Technology**, 2018
Cum Laude Honors

NJIT Game Expo, 2017
Best 3D Model Award, Best Technical Demonstration Project Award for *TurtleVR Demo*

- Collaborated with other developers to design an educational programming-teaching virtual reality game for middle schoolers. Game involved inputting directions in a Python-like syntax to move Martian rover to its level objective.
- Produced original music and textured the main rover model