

MASON ANDERS

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[Portfolio](#)

[LinkedIn](#)

[Github](#)

SKILLS

JavaScript, Ruby, TypeScript, HTML, CSS, SASS, Ruby on Rails, Node, Express, React, React Native, Redux, Canvas, SQL, PostgreSQL, Active Record, Active Storage, Amazon Web Services, Webpack, Git, RSpec, Jest, Heroku, Ajax, Axios

EXPERIENCE

Software Development Technical Instructor

App Academy

Oct 2018 - Present

- Mentoring 10+ students through planning and development of individual and group projects while conducting code reviews.
- Instructing students on algorithms and abstract data types along with time and space complexities and optimal applications.
- Assisting students with debugging code and understanding the use of prominent languages and libraries including JavaScript, Ruby, HTML5 Canvas, D3.js, and the MERN stack/Express framework.
- Conducting mock interviews for 60+ graduates each month consisting of behavioral and technical questions with white boarding problems. Required skills include interpreting verbal answers, spotting weaknesses in coded solutions, and providing constructive feedback.

Customer Support Representative

Entrees On Trays

Aug 2016 - Feb 2018

- Took restaurant orders and addressed issues over the phone from a large volume of customers and navigating Deliver Logic, the specialized software used by the company to track orders.
- Trained delivery drivers on topics such as customer service, handling item to be delivered, as well as company standards and policy.

Performing Artist

Texas Ballet Theater

Aug 2014 - May 2016

- A full-time position that required drive, physical and mental discipline, and over a decade of rigorous training to thrive in this incredibly competitive work environment.
- Expected to learn and retain new choreography within minutes of being taught. Instructed by numerous world renowned dance artists.

PROJECTS

SoundWaves | *(React/Redux, Rails 5, Amazon Web Services, Active Storage, PostgreSQL, Howler.js)*

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

Inspired by SoundCloud, this full-stack web application is a platform for users to upload and share music with each other.

- Used AWS S3 with Active Storage for file uploading enabling faster saving and fetching of audio files and allowing for users to upload their own audio files.
- Created a playbar that persists during navigation through different pages by employing a React component which stores an audio object that changes based on a Redux slice of state in order to achieve seamless audio playing while globally updating the current track.
- Implemented a custom search function that queries the PostgreSQL database and quickly updates as the user is typing.

Wormhole | *(JavaScript, HTML5 Canvas, CSS3)*

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

A browser game where the objective is to navigate around the edge of a circle while dodging incoming obstacles.

- Manipulated an HTML5 Canvas element with JavaScript to cause objects to grow and move across a screen in order to simulate a pseudo-3D environment.
- Utilized DOM manipulation to render game menus and allowed for user interaction with the game through event listeners.
- Designed the game's webpage to be responsive and render touch controls at certain screen sizes for mobile users.

TypeDraw | *(React Native, Redux, Websockets, Node.js, MongoDB, Axios, HTML5 Canvas)*

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

A cross-platform app designed for users to be able to remotely collaborate on a document in real time.

- Created a diffing function to isolate pixels of a Canvas element that had changed in order to send their new state to the database without the need to send the entire document.
- Collaborated with a team through Git, took initiative on frontend systems and design, and regularly brainstormed with team members in order to efficiently develop this project.

EDUCATION

App Academy - 2018 - App Academy is a 13-week 1000 hour program for software engineering and full-stack web development. It's high standards for applicants mean an acceptance rate of under 3%.