

Work History

Codesters Project Programmer

[06/14 - 11/14]

Developed first modular Python curriculum to complement Common Core Math in middle and high school curricula
Won NYU Stern's "Best New Social Venture" for 2014 along with my six Codesters collaborators

ZAMR UX Designer

[12/13 - 05/14]

Designed the first web-based app implementing a Spaced Repetition System to teach SAT Subject Test material

Tutor Associates Front-End Designer

[08/13 - 11/14]

Created the design for the company's first Django app, which filters tutors based on search criteria

Projects

Idiot (Rails, Backbone)

Live | Github

Informative annotation app lovingly modeled after Genius.com

Persists annotations' text indices by reading DOM's `selection` object and recursively comparing the offsets of DOM elements that wrap the text.

Consumes third-party APIs to load song information, artwork, and music

Leverages Backbone to create a one-page app that implements user authentication and CRUD with no page reloads

Lil' Wizards (Javascript, HTML5 Canvas/Gamepad)

Live | Github

An online multiplayer game in which little wizards cast spells and fight for dominance

Creates custom coordinate and collision box classes which utilize trigonometric functions to easily create particles and manipulate velocity/direction

Utilizes the HTML5 Gamepad API to create four player support and responsive menus

Metaprograms a modular spell system making it easy to create new spells while maintaining DRY code

Designs a camera which leverages HTML5 Canvas to minimize screen redraws while allowing magnification and player following

Chess (Ruby)

Github

A fully-functional version of Chess, runnable from your console program of choice

Deeply duplicates the board to validate every move

Utilizes YAML to create an auto-save system and allow players to store old games

Skills

Ruby, RSpec, Rails, Javascript, Backbone.js, jQuery, HTML5, CSS, SQL, Git, Node.js, Java, Python, Adobe Photoshop

Education

Cornell University

[08/09 - 05/13]

B.A. Computational Biology, B.A. Theater Arts

GPA: 3.5

Relevant Coursework: Multivariable Calculus, Linear Algebra, Object-Oriented Programming and Data Structures

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