MINA SLATER

JAVASCRIPTRESS | RUBYIST

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Full-stack web developer with an infectious passion for leveling up her coding skillset. Creative problem-solver skilled in coordinating projects with diverse teams and varying complexity, by facilitating communication between individuals and following up on progress.

PROJECTS

Puppygotchi
May 2017 to Current

Interactive virtual pet game in the style of the popular '90s pocket game Tamagotchi.
- Built in Ruby on Rails with PostgreSQL database.
- User login with option to sign up using Twitter. (Powered by OAuth)
- Comprehensive unit testing coverage.
- Deployed via Heroku.

Cannon-Man
Jan 2018 to Feb 2018

A fun and exciting 2-player shooting game inspired by the classic Flash game Bowman.
- Firebase backend allowing for game animation to be synced across two clients
- Animation and physics logic provided by Matter.js

SKILLS

LANGUAGES: Ruby, HTML/CSS, SQL, JavaScript
LIBRARIES & FRAMEWORKS: React, Rails, jQuery, Express.js
DEVELOPMENT PRACTICE: Git, Agile, TDD
HUMAN LANGUAGES: English, Mandarin

EDUCATION

Northwestern School of Professional Studies
Web Development
Graduate of the Accelerated Full-Stack Web Development Program. Studied the MERN stack, in addition to SQL databases and CS fundamentals.

University of California, Berkeley
Bachelor of Arts Theatre and Performance Studies
Focus on Stage and Production Management.

SELF-STUDY

JavaScript RoadTrip I & II · *CodeSchool*
Oct 2017

To jump-start my coding education at Northwestern, I front-loaded with CodeSchool JavaScript lessons to get a base knowledge.

Rails for Zombies I & II · *CodeSchool*
Jun 2017

Lesson path that supplemented my self-study of Ruby on Rails. For practical application, I used the skills introduced in lessons to build Puppygotchi.

EMPLOYMENT

Theo Ubique Cabaret Theatre
Production Stage Manager
May 2016 to Current

- Oversees coordination of the project from conception to reality.
- Facilitate the flow of information and communication between Directors and Designers.