

MINA SLATER

JAVASCRIPTRESS | RUBYIST | NACHO MONSTER

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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. The objective is to shoot down your opponent's cannon before yours gets destroyed.

- HTML/CSS/Javascript with Firebase backend.
- 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.

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.