

Mark LaRosa

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EXPERIENCE Jr Developer - D3

June 2015 - Feb 2016

- Collaborated on a team of 10 developers in charge of keeping hundreds of websites up to date with customer demands while building new ones with PHP, JavaScript, and LESS.
- Wrote documentation and guides used by Development team for company best practices when building WordPress plugins/custom post types.

PROJECTS Meetup Clone (Rails, React/Flux) | [live](#) | [github](#)

A full stack, Single Page App with a RESTful JSON API back end.

- Was able to cut down 50+ lines of code, as well as increase application speed, by updating the database architecture with only two additional columns.
- Implemented the haversine equation in JavaScript to find the distance between cities as a part of my search algorithm.

Tetris.js (Javascript, HTML5) | [live](#) | [github](#)

Tetris built with idiomatic, object-oriented JavaScript and the HTML5 Canvas API.

- In order to have smooth animation and a board represented by a three dimensional array, I built an algorithm that would translate a pieces pixel position to a location in the array.
- Used my pixel location to array location algorithm to implement an efficient collision detection algorithm that runs without hindering game performance.

Crosstie (Ruby, WEBrick) | [github](#)

A micro-MVC framework written in Ruby.

- Features CSRF protection, static asset serving, and much more!
- Specific error messages are rendered in the browser for easy debugging.

SKILLS

Ruby	Rails	SQL	HTML/CSS	SQL
JavaScript	jQuery	React	Flux	Git

EDUCATION App Academy - Acceptance rate < 3%

May - Aug 2016

- Intensive web development training program emphasizing pair programming, Test Driven Development, and best practices.

University of Maryland, College Park - International Business

Dec 2014

- Matriculated from College Park Scholars Public Leadership program.

PORTFOLIO [marklarosa.me](#) • GITHUB [mlarosa2](#) • LINKEDIN [Profile](#)