

# Jaxson Van Doorn

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 woofers



## Projects ▼

### React Wavify

[github.com/woofers/react-wavify](https://github.com/woofers/react-wavify)

*JavaScript + React*

A UI component for React which generates a sinusoidal wave.

With over 12K downloads on NPM, *React Wavify* is deployed on a variety of both commercial and personal sites.

### Battlesnake 2019

[github.com/woofers/battlesnake-2019](https://github.com/woofers/battlesnake-2019)

*Java*

A snake AI built as a Java web-server entered in the *Battlesnake 2019* event.

Competed against snakes from various local tech companies. Deployed on Heroku platform.

### ALIEN, e x p a n s i o n .

[github.com/woofers/ludum-dare-44](https://github.com/woofers/ludum-dare-44)

*Lua / MoonScript*

*ALIEN, e x p a n s i o n* is a pseudo 3D rail space shooter built in under 48 hours for the Ludum Dare 44 game jam.

Scored in top 25% overall and top 5% for graphics out of nearly 2000 games.

## Experience ▼

### Junior Software Developer at **Machobear Studios Inc.**

*Remote* — May 2020 - August 2020

#### Vancouver, BC

- Develop accessible and responsive front-end features for **liv.rent** rental platform.
- Construct a performant and bug-free experience for end users using React, GraphQL and Redux.
- Communicate with product management team as-needed to ensure features are implemented as desired.

### Software Developer at **FTS Inc.**

*Contractor* — January 2019 - August 2019

*Co-op* — May 2018 - December 2018

#### Victoria, BC

- Develop new features and services for web applications and APIs communicating with remote weather stations.
- Configure, manage and version software projects using automated deployment tools.
- Integrate Open Source tools used to configure IoT devices with existing software.

## Education ▼

### BSc, Computer Science at **University of Victoria**

*September 2017 - Present*

#### Victoria, BC

- Expecting Graduation in April 2021