Jed Mandy Nugal

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SUMMARY

I graduated from the University of California, Davis as a major in Computer Science and Engineering. I am passionate about solving problems through coding, as well as empowering people's own passions and interests through my projects.

PROJECTS

Movies App - https://nugalmoviesapp.netlify.app/

React Project • 2022

• Created a personal movies app using React, HTML, CSS, and JavaScript.

• Used The Movie Database (TMDB) API to fetch and display movie details.

• Features include searching for specific movies by name, sorting movies by popularity, filtering movies by genre, adding movies to favorites, watching movie trailers.

Personal Website Portfolio - https://jedmandynugal.netlify.app/

React Project • 2022

• Designed and implemented a personal website using React, HTML, CSS, and JavaScript.

• Utilized React's functional component syntax with React Hooks (useState, useEffect, useRef).

Spotify Music Player App - https://github.com/nugalcode/music_app

React Project • 2020

• Implemented a music player that enables users to login to their Spotify account and interact with tracks and playlists.

• Leveraged Spotify API and other wrapper libraries to execute GET, POST, PUT, DELETE requests.

• Practiced dynamic and responsive design through media queries.

The Marfare - A 2D Web Game - https://github.com/nugalm/ECS_193_Project

Senior Design Project • 2020

• Designed and created an original multiplayer web browser game with 4 team members across 2 college quarters.

• Reviewed other members' code weekly, led team meetings, and tutored other members on technologies such as GitHub, Phaser 3 Game Engine, JavaScript, and HTML.

• Presented progress with slideshows and live demos weekly and communicated with and incorporated suggestions from a Senior Software Engineer and 2 outside-hire designers.

• Built main frontend gameplay mechanics such as weapons, player movement, player interactions, collision detection between objects, and map design and creation.

• Contributed to a 30-page User and Developer Manual, which includes project overview, installation and setup, game functionality, troubleshooting, and frequently asked questions.

EDUCATION

Bachelor of Science in Computer Science and Engineering

University of California, Davis • Davis, CA • 2020 • 3.25

COURSEWORK

• **Web Programming**	• **Data Structures**	• **Embedded Systems**
• **Algorithm Design**	• **Operating Systems**	• **Statistics for Computer Science**
• **Software Engineering**	• **Machine Dependent Programming**	• **Computer Security**

SKILLS

Languages: JavaScript, C++

General Technologies: HTML, CSS, Flexbox, Git, React

General: flexible, skilled communicator, cooperative, self-motivated

Data Structures: Arrays, Linked Lists, Stacks, Queues, Trees

React: Hooks (useState, useEffect, useRef, useCallback, useContext, useReducer), functional components, router (react-router-dom), custom hooks