

# Jed Mandy Nugal

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## SUMMARY

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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.

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## PROJECTS

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### 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](https://github.com/nugalcode/music_app)

React Project • 2022

- Implemented a music player that enables users to login to their Spotify account and play tracks and playlists.
- Leveraged the Spotify RESTful API along with React Hooks to dynamically fetch and display Spotify data.
- Practiced dynamic and responsive design through media queries.

### The Marfare - A 2D Web Game - [https://github.com/nugalm/ECS\\_193\\_Project](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.
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## EDUCATION

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### Bachelor of Science in Computer Science and Engineering

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

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## COURSEWORK

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|------------------------|---------------------------------|-----------------------------------|
| • Web Programming      | • Data Structures               | • Embedded Systems                |
| • Algorithm Design     | • Operating Systems             | • Statistics for Computer Science |
| • Software Engineering | • Machine Dependent Programming | • Computer Security               |
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## SKILLS

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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