

Rory Evenson-Phair

(631) 965-1801 roryphair@gmail.com [Portfolio](#) [LinkedIn](#) [Github](#) New York , NY

Skills JavaScript, React.js, Redux.js, Ruby, Ruby on Rails, C#, Python, Unity3d, HTML5, CSS3, Git, PostgreSQL, jQuery, Tensorflow, Adobe Photoshop, Adobe Premiere,

Projects

Disagree (JavaScript, React / Redux, Ruby / Rails, HTML, CSS, , PostgreSQL)

[Live Site](#) | [Github](#)

Full Stack Chat Application

- Implemented a custom User Authorization system, practicing good security protocol by storing encrypted and salted passwords.
- Incorporated web-sockets using Rails Action Cable and Redis for live-chat
- Managed both direct messages and server chat CRUD using Active Record and PostgreSQL
- Applied custom validations to restrict malicious users from accessing other users messages and personal data, such as email address.

Dungeon Companion (JavaScript, MongoDB, Express.js, Node.js, HTML5, CSS)

[Live Site](#) | [Github](#)

Website to Assist DnD Games

- Utilized a Dungeons and Dragons API to give users quick access to detailed information useful for playing.
- Harnessed Axios requests to allow asynchronous requests to the database without stalling the user experience.
- Incorporated MongoDB and Express to allow users to save and edit characters and games for future use.
- Adhered to best working Git practices by using branches and reviewing others requests to ensure no conflicts.

World's Toughest Animal (JavaScript, HTML5, CSS)

[Live Site](#) | [Github](#)

Online Auto-chess strategy game

- Designed seven Units with Object-Orientated-Programming principles to allow each unit to interact with each other as objects.
- Utilized inheritance to allow a base unit class to dictate the majority of a game unit's behavior and subclasses to allow flexibility and easy modification for unique unit behavior.
- Leveraged requestAnimationFrame to allow several asynchronous actions to concur simultaneously, including animations on units.
- Ensured better UX with optional sounds and music buttons, ability to restart, skip levels, and a random level feature for further replayability.

Experience

Beraltors

[Steam Page](#)

Game Developer

March 2014 - October 2019

- Built Beraltors, a PC/Mac Game with over 20 hours of gameplay using Unity3d and C#.
- Constructed AI systems, UI and UX for the player, Steamwork API integration
- Designed unique artistic experience, with hand drawn art, over 500 different animations, 72 playable characters, multiplayer, gamepad support, multiple difficulties.
- Created additional social media content advertising and promoting Beraltors, videos, images, twitter posts.

Trapeze School New York

Flying Trapeze and Trampoline Instructor

March 2017 - February 2020

- Created a fulfilling environment for developing acrobatic skills to ensure customer satisfaction.
- Ensured a safe learning environment in a potentially dangerous environment with 0% serious accidents.
- Was a Lead instructor and managed conflicts between different instructors.

Education

App Academy

April 2019 - June 2019

Immersive software development course with focus on full stack web development.

deeplearning.ai - Deep Learning Specialization

January 2020

5-part online Machine Learning Certificate through Coursera with a focus on RNN and CNN

University of Rochester

Bachelor's of Science in Molecular Genetics, Minor in Mathematics

Aug 2004 - May 2008

Selected Courses - Linear Algebra, Multivariable Calculus, Abstract Algebra, Advanced Biochemistry, Molecular Biology