

Projects

HuskyNOM.com | *Ruby on Rails, React.js* | *Full-Stack Engineer*

[GitHub](#) | [Live](#)

Helps University of Washington students find top-rated restaurants and leave reviews

- Integrates Google Maps API to dynamically filter search results based on map bounds
- Uses custom-built authentication system with BCrypt that hashes and salts passwords
- Utilizes React lifecycle events to create slidable review drawer and immediately update the average star-rating after leaving a review

OsmoVirus | *JavaScript, HTML5 Canvas* | *Front End Engineer*

[GitHub](#) | [Live](#)

Inspired by Osmos and Agar.io, players must chase cells to become large enough to eat a virus

- Incorporates HTML5 Canvas to display growing and shrinking vector graphics on-screen
- Game difficulty changes depending on screen size

Chess | *Ruby* | *Ruby Engineer*

[GitHub](#)

Terminal-based Chess game that demonstrates strong sense of OOP understanding

- Each piece inherits from a "slideable" or "steppable" superclass

Skills

Ruby on Rails, JavaScript, jQuery, React.js, Node.js, Java, HTML, CSS, SQL, RSpec, git

Education

App Academy

October 2015 - January 2016

Full-Stack Web Development Boot Camp

San Francisco, CA

- 1000-hour immersive full-stack web development boot camp with 3% acceptance rate
- Teaches full-stack web development: Ruby on Rails, SQL, JS, React, test-driven development, algorithms, design patterns, and programming best practices

University of Washington

2009 - 2013

B.S., Informatics – Human-Computer Interaction | 3.64 GPA

Seattle, WA

Curriculum Highlights:

- Java I & II, Data Structures, Database Design (MySQL), Intro to Web Programming
- Data/Information Visualization & Aesthetics, User Experience Design, Design Thinking

Experience

Avanade

July 2013 - September 2015

Systems Engineer, Sr. Analyst, Infrastructure Services

San Francisco, CA

- Selected to four (and appointed team lead for two) successful IT consulting projects throughout the country

University of Washington

January 2012 - July 2013

IT Distributed Systems PC Lead

Seattle, WA

- Maintained 95% uptime and deployed quarterly image updates for largest library/computer lab on campus (350+ systems) plus 50+ cloud-based systems
- Led effort toward new image deployment software and server to cut system downtime by 20%

Big Fish Games

April 2012 - October 2012

IT Intern

Seattle, WA

- Provided Windows 7 and Mac OS X support for 500+ employee environment
- Helped team reach record-low unresolved ticket count

