

# Sam McClure

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[LinkedIn](#)

[Github](#)

[Portfolio](#)

## SKILLS

Ruby, Ruby on Rails, RSpec, JavaScript, jQuery, React.js, Redux, SQL, Git, HTML5, CSS3

## PROJECTS

**Rollover** (Ruby on Rails, React/Redux, CSS3, PostgreSQL, AWS S3) | Sole Developer

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

*A full-stack, single-page blogging site inspired by tumblr*

- Condensed several different post types into a single PostgreSQL table with post-type attributes as an elegant way to keep code DRY, modular, and easily scalable.
- Formulated different Active Record queries to fetch specific data from PostgreSQL, such as all posts that a user has liked or only posts made by a specific user.
- Reduced time needed for styling the frontend by using SCSS to nest style rules and Flex to equally space child components within their parents.

**Current** (mongoDB, express.js, React/Redux, node.js) | Collaborator in team of four

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

*A trending content aggregator where users can see trending posts from multiple sites*

- Implemented NewsAPI and YouTube Data API to return posts related to a user's search parameters and refined the calls to get the most recent and popular posts.
- Devised asynchronous Promise calls in JavaScript to return only results from selected APIs and connected it to a React component that received user input from a checkbox form.
- Organized a team of four by creating the project outline, coordinating group calls, and checking in with each team member daily to ensure everyone had a clear direction for the day and nobody was stuck for long

**SoundStars** (JavaScript, HTML5 Canvas) | Sole Developer

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

*An audio visualization that allows users to connect stars and play back their sounds.*

- Implemented JavaScript event listeners to calculate where a user's mouse was located relative to an HTML5 Canvas, enabling objects on the canvas to be selected.
- Utilized an asynchronous loop in JavaScript that allowed selecting and playing audio HTML tags, an async action, to play back in a sequential order.
- Formulated a way for users to draw lines from one star to another using mouse move events and clearing/redrawing a new line on the canvas with each movement, allowing the user to feel like the line was dynamically moving with their mouse

## EDUCATION

**App Academy** - 1000-hour immersive full-stack web development intensive with <3% acceptance rate (2018)

**Lawrence Technological University** - BS - Audio Engineering Technology - 3.9/4.0 GPA - (2010 - 2014)

## EXPERIENCE

**Associate Systems Engineer**

*Panasonic Automotive, June 2015 - May 2017*

- Designed Active Noise Cancellation (ANC) tunings for over 10 vehicle launches for multiple major car companies by taking acoustic measurements, analyzing data, and testing on-site with the client.
- Fixed a potential ANC instability by traveling to the client's factory as soon as the problem was reported, coming up with a revised tuning, and implementing it into 300+ vehicles just before public launch.
- Created a plan to prevent future tunings from having instabilities by performing more QA tests on the ANC systems and traveling to client factories to take measurements on over 100 vehicles before product release.
- Developed Excel spreadsheet that halved the time it took factory engineers to test our amplifiers by allowing them to input measurement values and calculating if those values fell within an acceptable range.