

Sam Schaack

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samschaack.com | github.com/samschaack

Recent Projects

redditclone – psireddit.com | github.com/samschaack/redditclone

- wrote custom SQL queries for front page and sub pages in an effort to avoid $n + 1$ queries.
- wrote full single-page auth in Backbone.js.
- wrote functions for mouse-drag-expandable images and infinite scroll instead of using libraries.
- conceived of and implemented the features 1) intra-site tabs (useful for a fully single page site) and 2) a site navigation bar, present on every page, that is activated by certain letters and allows the site to be entirely and smoothly keyboard-navigable.
- used css to implement a simple solution for infinite nested comments.
- learned a lot about how front-end and back-end frameworks interact, and what the proper role is of each.

asteroids – samschaack.com/asteroids.html | github.com/samschaack/asteroids

- conceived of and implemented a large map (as opposed to the typical screen-size map) with ship held always at center-screen.
- implemented gravity and collision physics. Collision between two moving bodies was particularly challenging.
- wrote various optimizations (mostly related to not calculating properties of or drawing objects unnecessarily). This allowed the map size to be very large and contain many asteroids without affecting performance.
- currently in the process of writing a node server for multiplayer functionality.

Skills

- ruby, rails
- javascript, jQuery, Backbone.js
- SQL
- HTML/CSS
- git
- music production utilizing FL Studio – samschaack.com/music.html

Education

bachelor of science, physics – University of Washington – 2009-2013
minor in math

- physics: electromagnetism, quantum mechanics, special relativity, analog/digital circuits
- math: multivariable calc, diff eq, linear algebra, linear analysis, fourier analysis, statistics