ADRIAN LOBDILL

SOFTWARE DEVELOPER

CONTACT

(805) 458-4107 ADRIAN@LOBDILL.COM OAKLAND. CA

GITHUB LINKEDIN

SKILLS

- JavaScript (ES5/ES6)
- React.js / Redux
- Ruby
- Rails
- jQuery
- HTML5/CSS
- SQL
- Chrome Dev Tools
- ADB / XCode debugging
- Agile development
- · Backcountry camping

EDUCATION

App Academy

1,000 hour web dev. course 2016 - 2017

University of California, Berkeley

B.A., Peace and Conflict Studies 2009 - 2013 - GPA: 3.43

PROJECTS

HAMCAMP | GITHUB | REACT.JS, REDUX, RAILS Single-page Bandcamp clone

- Integrates AWS to allow scalable and secure uploading of songs and images through a RESTful API
- Implements multi-track album player through a single reactive HTML5 audio tag
- Dispatches real-time search queries to Rails Controller and Postgres DB through search bar component

TWEET THE BAY | GITHUB | REACT.JS, JQUERY, RAILS Twitter mapping app with live streaming and search

- Interacts with Twitter REST API through Rails controller to search for tweets based on keyword and geolocated using coordinates from Google Maps API
- Streams live Bay Area tweets using a Ruby script that caches recent Twitter Stream API tweets and serves them in the Redux store

HAM HUCKIN' | GITHUB | JS, MATTER.JS Ballistics game built with matter.js library

- Employs tight game loop in vanilla JS to track scoring and ensure replayability
- Leverages HTML5 canvas using matter.js to render accurate 2d physics

EXPERIENCE

SENIOR QA TESTER

BIG FISH GAMES | NOV 2015 - OCT 2016

- Managed full test cycle on a tri-weekly release schedule for new mobile slot machine games
- Maintained JIRA bug database; wrote workflow documentation in Confluence
- Achieved high bug-free release rate by working directly with engineering team to resolve bugs

MOBILE QA LEAD

PLAYSTUDIOS | DEC 2013 - JULY 2015

- Trained and managed front-end QA team of 2 full-time testers
- Responsible for full test cycle of a top 30 grossing app in the App Store
- Recognized as first employee to receive a spot bonus after maintaining team performance while shorthanded