# Zachary Moroni

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**PROJECTS**

**PizzaTime** *(Rails, React/Flux)* | live | github
*Social restaurant review platform inspired by Yelp.*
• Enables dynamic, location-based searching through Google Maps API
• Employs React for a seamless user experience in a single-page app
• Minimizes server requests with precise API views and nested data

**Breakout** *(Javascript, HTML5)* | live | github
*The Atari classic rebuilt for the browser with JS and HTML5 Canvas*
• Recreates the arcade-feel with custom physics and collision engines
• Demonstrates the flexibility of HTML5 Canvas with in-game explosions

**ActiveRecord Lite** *(Ruby, SQL)* | github
*Reproduces the basic features of Rails ActiveRecord*
• Optimized code to be DRY through Metaprogramming and macros
• Implemented object-relational mapping through database queries

**SKILLS**

| Ruby | Rails | SQL | HTML | CSS |
|------|-------|-----|------|-----|
| JavaScript | React | Flux | jQuery | Git |

**EXPERIENCE**

**Game Designer** - *Kingdom Death: Monster*                    **2013-15**
• Managed full-time playtesting team through Basecamp
• Held lead creative design title on 5 expansion releases
• Co-designed/authored 220-page gamebook

**EDUCATION**

**App Academy**                    **2015-16**
• Intensive web development training program, < 5% acceptance rate
• Emphasizes pair programming and best practices
• Weekly assessments to ensure quality and retention

**University of Colorado -** *BA, English Literature (Anthropology Minor)*    **2011**
3.5 GPA, graduated with honors