

# 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
- Optimizes API views with intelligent json views through Jbuilder

**Breakout** (Javascript, HTML5) | [live](#) | [github](#)

*The Atari classic rebuilt for the browser with HTML5 Canvas*

- Animates explosions with trigonometric functions

**ActiveRecord Lite** (Ruby, SQL) | [github](#)

*ORM recreating some of the basic features of Rails ActiveRecord*

- Optimized code to be DRY through Metaprogramming and macros
- Abstracts SQL queries into easy-to-use Ruby methods

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## SKILLS

<b>Ruby</b>	<b>Rails</b>	<b>SQL</b>	<b>HTML</b>	<b>CSS</b>
<b>JavaScript</b>	<b>React</b>	<b>Flux</b>	<b>jQuery</b>	<b>Git</b>

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## EXPERIENCE

**Game Designer** - *Kingdom Death: Monster*

**2013-15**

- Held lead creative design title on 5 expansion releases
- Co-designed/authored 220-page gamebook
- Managed full-time playtesting team through Basecamp

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## EDUCATION

**App Academy**

**2015-16**

- Intensive web development training program, < 3% acceptance rate
- Emphasizes pair programming, best practices, and TDD

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