

Tristan Blarel

Bay Area, California | 202-277-1640 | tblarel@gmail.com | [portfolio](#) | [linkedin](#) | [github](#)

Skills

JavaScript, React, Redux, Ruby, Ruby on Rails, UI Design, Sketch App, Git, Node.js, jQuery, PostgreSQL, HTML5, CSS3, RSpec, Mocha, Webpack, AWS, Adobe Photoshop, Adobe After Effects, Unity, Java, C#, C++

Education

University of Miami Fall 2014 - Spring 2018

B.S. Computer Engineering (Software Focus)

Data Structures & Algorithms Analysis, Machine Learning, Principles of Artificial Intelligence, Database Systems

App Academy Spring 2019

Intensive 1000-hour software development course with < 5 % acceptance rate

Focus on Full-Stack Software Engineering: Ruby on Rails, PostgreSQL, JavaScript, React, Redux, Ruby, TDD, Algorithms, Design patterns, Pair programming and best coding practices

Projects

MyBnB *Ruby on Rails, React.js, Redux, PostgreSQL, Ruby, Amazon AWS, HTML, and CSS*

[live site](#) | [github](#)

A Full Stack Application inspired by AirBnB.

- Implemented secure User Authentication for Login and Signup with **BCrypt** to hash and salt stored password data
- Developed Models, Controllers, and **API Endpoints** in Ruby on Rails for retrieval and creation of User, Listing, Booking, and Review data; reducing server load through the use of **ActiveRecord** associations to extract information from multiple tables in a single API call
- Built Atomic **React Components** to filter home listings by price, number of guests, or geolocation from integrated **Google Maps API**; combining all filter parameters from **Redux State** into a single request to the backend API.
- Created Front End checks for double bookings in **JavaScript**, preventing users from booking or selecting conflicting dates

Sonify *AJAX, JavaScript, Python, Django, HTML5, and CSS3,*

[video demo](#) | [article](#)

Univ. Miami Capstone Senior Design Project. A sonically based recommendation engine that uses Machine Learning to analyze and provide recommendations based off a song's acoustic properties.

- Awarded **Best Overall Senior Design Project** and **Industry Impact Award** out of over 600 students
- Wrote **AJAX** calls to **Spotify API** to extract features and serve recommended songs' album art & audio previews
- Created views in **Django** to utilize backend audio analysis and recommendation algorithms
- Developed **responsive interface**, designed logo, and created custom and responsive Loading Animation using CSS

BackCountry - 2D *C #, Unity, Photoshop*

[live site](#)

A Top-down, 2D Ski game built in Unity

- Developed system for real-time, dynamically generated levels, allowing players to ski down an endless and random slope
- Wrote C# scripts for controlling player movement and animations for responsive and intuitive controls
- Designed all UI, Character, and Environmental Assets in a consistent & minimal 2D art style using Photoshop

Experience

Student Web Designer

University of Miami Information Technology

April 2017 - May 2018

- Completed redesign of [Student Support Website](#) using **HTML5**, **CSS3**, and **Zurb Foundation** on Unix Server that resulted in a modernized design and improved responsiveness for device sizes
- Designed promotional and informative publications in **Photoshop & InDesign** for use by hundreds of Staff and Students

Web & Graphic Designer

University of Miami School of Architecture

Jun 2017 - May 2018

- Planned and implemented new graduate program website in Cascade CMS, resulting in a responsive modern site with a streamlined navigation structure
- Designed promotional material for web, email, upcoming events, and conferences attended by hundreds using **Photoshop & InDesign**