

Tristan Blarel

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Skills

JavaScript, React, Redux, Ruby, Ruby on Rails, Git, Node.js, jQuery, PostgreSQL, HTML5, CSS3, RSpec, Mocha, Webpack, NPM, Sketch, Adobe Photoshop, Adobe AfterEffects, UI Design, 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 development: Rails, Ruby, PostgreSQL, JavaScript, React, Redux, TDD, algorithms, design patterns, pair programming and best coding practices

Projects

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

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

A Full Stack Application inspired by AirBnB.

- Developed **RESTful API** routes in Ruby on Rails for storing & retrieving User and Listing data, reducing server load through the utilization of **ActiveRecord** associations to extract data from multiple tables in a single query
- Implemented user authentication using **BCrypt** to ensure secure signup and login, storing only salted & hashed passwords
- Built react components to filter home listings by price, number of guests, or geolocation through **Google Maps API**, combining all filter parameters from **Redux** State into a single call to the backend API
- Implemented methods in **JavaScript** to block pre-booked dates on a listing's calendar and to check for conflicting bookings on the Front End to prevent overlapping reservations being created

Sonify *Python, Django, AJAX, JavaScript, 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; designed and implemented responsive interface and custom loading animations with CSS & JavaScript & Media Queries for a cohesive front-end experience

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 users to ski down an endless and random slope
- Wrote C# scripts for controlling player movement and animations for responsive and intuitive controls
- Designed all art assets in Photoshop for in game UI, environment & character art resulting in a consistent cartoon art style

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**