

# Thomas Hansen

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## PROJECTS

### [Stromble](#) - (React, Redux, JavaScript, Rails, Ruby)

*Full-stack single page application inspired by Strava*

- Leveraged Google Maps API to customize route building, enhancing user experience
- Optimized efficiency and scalability by implementing modular dropdown and modal components, loosely coupled with parent component

### [Quack-Man](#) - (JavaScript, Canvas, HTML)

*JavaScript & HTML browser game inspired by Pac-Man*

- Rendered complex maze using custom draw function to dynamically populate Canvas
- Customized collision algorithm by calculating relative vectors using objects on the board

### [DOMbo Combo](#) - (JavaScript)

*JavaScript DOM Manipulation Library*

- Developed framework for finding, creating, or altering HTML elements
- Leveraged XHR to manage and simplify AJAX requests

## EXPERIENCE

### **Golden Chemdry, Long Island, New York — Master Technician**

APRIL 2016 - OCTOBER 2017

- Established a refined carpet cleaning workflow and skill set, ensuring 99% customer satisfaction leading to an over 90% repeat customer rate
- Boosted sales through negotiating and offering discounts, resulting in a 20% revenue increase with my addition to the team

## EDUCATION

### **App Academy**

NOV 2017 - FEB 2018  
1000-hour immersive full-stack web development program with <3% acceptance rate

### **State University of New York at Old Westbury**

AUG 2012 - DEC 2016

Computer Science - 3.5 GPA

#### **Curriculum Highlights**

- Data Structures & Algorithms
- Software Engineering
- System Design & Implementation

## SKILLS

- Ruby
- Rails
- React
- Flux (Redux)
- JavaScript
- HTML5
- CSS3
- jQuery
- Git
- SQL
- RSpec