

Tom Hansen

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www.tomhansen.io

SKILLS

JavaScript • React • Redux • Ruby • Rails • HTML5 • CSS3 • PHP
jQuery • AJAX • PostgreSQL • SQL • Git • Heroku • TDD • REST

PROJECTS

Stromble - (*React, Redux, Rails, Ruby*) [live](#) | [github](#)

Social media platform that allows users to track running and biking data

- 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
- Implemented infinite scrolling and pagination for browser efficiency

Quack-Man - (*JavaScript, Canvas, HTML5*) [live](#) | [github](#)

HTML5 Canvas 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
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EDUCATION **Full-Stack Web Development** - *App Academy (Nov 2017 - Feb 2018)*

- 1000 hour full-stack web development program, trained in Rails, SQL, JS, React, Redux, Algorithms, and best programming practices

B.S in Computer Science - *SUNY Old Westbury (Aug 2012 - Dec 2016)*

- Data Structures & Algorithms, Software Engineering, Systems Design & Implementation
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EXPERIENCE **Master Technician** - *Golden Chemdry (Apr 2016 - Oct 2017)*

- Established a refined carpet cleaning skill set and workflow, ensuring 99% customer satisfaction, leading to an over 90% repeat customer rate

- Boosted sales through negotiation and offering discounts, resulting in a 20% revenue increase with my addition to the team