Feather Moon Osborn

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Projects

proto-typist ~ proto-typist.xyz ([GitHub](http://github.com))
Habit-corrective typing practice
- ReactJS and Flux patterns facilitate instant feedback while avoiding disruptive page reloads
- Visual integration of current input with source material maintains theme by way of sections controlled by hidden text box proxy
- Responsive but lightweight realistic design using layered CSS

Mahou Mojo! ~ tuffylock.fyi/mahou-mojo ([GitHub](http://github.com))
HTML5 rhythm game
- Dynamic animated environment with level-specific tempo and game score affecting motion, tweening, and gameplay
- Modular, state-based architecture via Phaser framework

ActiveRecord Lite ~ [GitHub](http://github.com)
Standalone recreation of Ruby on Rails functionality
- Utilizes Ruby meta-programming to map database information to Ruby objects
- Encapsulates distinct feature logic in exported modules

Skills

- Javascript
- React.js
- jQuery
- Node
- Ruby
- Rails
- RSpec
- HTML5
- CSS3
- SQL
- git

Work History

Game Gurus ~ *Sales and Social Media*   Seattle, WA ~ 2013-2014
- Spearheaded online presence and event promotions
- Processed and elaborated on hardware repairs with customers and co-workers
- Bought and sold decade-spanning games and equipment from dozens of companies

Freelance Costume Design   Seattle, WA ~ 2007-2013
- Created and repaired costumes for professional performance troupes and individual clients
- Brought elaborate designs to life while maintaining durability and comfort

Education

App Academy   San Francisco, CA ~ 2015-2016

Seattle Central College ~ *Associate of Arts*   Seattle, WA ~ 2007-2009