

William Marino

(973) 665-4732 New York, NY [GitHub](#) [AngelList](#) [LinkedIn](#) [Personal Site](#) w.marino997@gmail.com

TECHNICAL SKILLS React, Redux, Rails, JavaScript, Ruby, CSS3, SQL, Git, PostgreSQL, TDD, Webpack, AWS S3, MongoDB, Heroku, jQuery, HTML5, Rspec

PROJECTS

Flea (Ruby on Rails, JavaScript, React, Redux, CSS3, Webpack, PostgreSQL)

[Live Site](#) | [Github](#)

Fullstack clone of online marketplace 'Etsy'

- Implemented backend and frontend user authentication using BCrypt hashing, and protected routes, securely storing user information and letting login persist across sessions
- Streamlined file storage with AWS S3, enabling remote access and storage of images reducing page load times and project file size
- Utilized a method which randomized category selection in order create a product index which shows the user suggested products, as well as a changing selection of other products

OOTD (Outfit of the Day) (JavaScript, React, Redux, CSS3, Webpack, Git)

[Live Site](#) | [Github](#)

Worked as frontend lead developing a fullstack wardrobe organizer application

- Used Git workflow to collaborate with teammates and concurrently work on separate project features
- Implemented storage for user-uploaded photos with AWS S3, allowing the program to remotely store images upon submission by user
- Persisted information from backend requests by storing it in Redux state, removing the need for users to repeat actions unnecessarily

Astro (JavaScript, HTML5, CSS3, Webpack, Canvas)

[Live Site](#)

| [Github](#)

Side Scrolling Action Game

- Manipulated game elements in order to establish a points-based progression of difficulty
- Created collision-detection algorithms to support crisp player-environment interactions, allowing for central game mechanic of navigation of platforms and the gaps between them
- Crafted several types of enemies, each with unique movement and attack methods, in order to avoid incentivizing one-dimensional gameplay strategies

EXPERIENCE

Rutgers University

Newark, New Jersey

Project Assistant - June 2018 – August 2018

- Assisted in formulation and implementation of the Moral Clarity Test, an ethical assessment, using third party software
- Gathered proper data for use in experiment according to desired effect on subjects
- Drafted summary of testing procedure to be used during test administration, outlining its purpose and instructions

Squirrel and the Bee

Short Hills, New Jersey

Dishwasher - May 2016 – December 2017

- Worked as part of a 6-10 person team to keep kitchen clean and running
- Organized kitchen and basement inventory in order to make retrieval of ingredients painless
- Helped business owner and kitchen manager buy food ingredients weekly

EDUCATION

App Academy

New York, New York

Intensive 16-week Software Engineering bootcamp with a 3% acceptance rate

September 2019 – January 2020

University of Massachusetts

New York, New York

Bachelor of Science in Psychology

Class of 2017