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RECENT **PROJECTS**

SoundScape (Ruby on Rails, Node.js, React.js/Flux)

live | github

A free music-streaming web application.

- Utilized web crawler and Spotify API to search and stream high-quality audio for millions of popular songs!
- Wrote algorithm to crawl the web and select the optimal audio file based on a four-point scoring system.
- Launched Node.js server to accept partial content requests and stream audio to the client.
- Built custom audio player Interface, with JQuery, on top of HTML5 Audio Player.

Fat Bat and the Colored Caverns (Objective-C)

iTunes | github

A side-scrolling arcade game listed on iTunes store for iPhone and iPad

- Downloaded 100+ times and received multiple 5-star reviews.
- Designed to be responsive and available across all iOS mobile platforms.
- Created geometric based artwork and animations using Quartz 2D.

Worm (JavaScript, HTML5 Canvas)

live | github

A browser-based game inspired by the classic arcade game Snake

- Utilized 3D CSS3 transitions along with HTML5 Canvas to build an engaging interface.
- Efficiently stored and rendered a life-like worm object capable of resizing its segments independently.

SKILLS	Ruby	JavaScript	C/C++	React.js	Java	JQuery
	Ruby on Rails	HTML/CSS	SQL	Objective-C	git	RSpec

EDUCATION

App Academy | San Francisco, CA

May - July 2016

1000-hour intensive full-stack web development course with < 3% acceptance rate. Emphasizes pair-programming and TDD.

Purdue University | Computer Science

2014 - 2015

Curriculum Highlights: C/Java Programming, Data Structures, Algorithms, Computer Architecture, Calculus III, Statistics

EXPERIENCE

Computer Repair Technician | Avon Computer Works

2012 - 2014

- Diagnosed and performed hardware/software repairs for 100+ clients.
- Built custom PCs and refurbished old PCs increasing the store's revenue by approximately 10%.