

Wyatt Rudnicki

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SKILLS Ruby, Rails, JavaScript, React, CSS, Python, Node, Express, Redux, SQL, MongoDB, HTML, git, C, Java, TDD

EDUCATION

App Academy (March 2018) - Web Development

University of California at Berkeley, 2016

BA Education - *Cognitive Science, Computer Science minor*

Coursework : *Intro to AI, Efficient Algorithms and Intractable problems, Perception, Cognitive Neuroscience*

EXPERIENCE

Whitney Lab - Vision Science

Research Assistant

Oct 2016 - Apr 2017

- Built templates for online visual experiments using JavaScript, providing 15+ new experiments to run, increasing sample size for current experiments by over 100%, leading to increased quality in experiments and data.
- Improved UX of online experiments through smooth JavaScript setTimeout transitions.

PROJECTS

Brainhacker (Rails, ReactJS) | *Sole Developer*

[live](#) | [github](#)

An EdTech online platform for creating and studying flashcards.

- Implemented user authentication using Ruby on Rails with BCrypt to secure user passwords and profiles.
- Built multiple full React-redux cycles for managing flashcards using React Router as well as authorized/protected Routes to direct users to the appropriate location on interaction.
- Used custom Active Record queries and routes to efficiently build out both a search feature for decks and a study progress bar which responds in real time.
- Used CSS3 and HTML5 to optimize card flipping animations in study deck feature.

Meios (JavaScript) | *Sole Developer*

[live](#) | [github](#)

A game based off Agar.io where you can eat food, grow, divide, and conquer (eat) other competing cells.

- Used HTML5, Canvas, JavaScript asynchronous functions, and OOP to render cells with unique behaviors.
- Implemented algorithms for circle collision detection and boundary detection, giving smooth speed transitions while keeping elements on the Canvas.
- Created enemy AI units which respond to player movements through decision making heuristics as well as speed and frequency of callbacks to create a fun and challenging UX.
- Implemented smooth mouse tracking functionality using mouse event listeners.

Roommez (MERN stack) | *Full Stack Developer*

[live](#) | [github](#)

A roommate finder app which filters based on interests and deal breakers.

- Spearheaded Facebook OAuth and MongoDB setup using Passport and Mongoose.
- Built out backend routes for group Components using Express which facilitated the creation of the front end group showpages.
- Implemented survey submission using bodyParser, accurately integrating user interests and deal breakers with pseudo random React keys.

OTHER EXPERIENCE

University of California Marching Band

UI Designer/TA/Percussion Leader

Sep 2012 - May 2016

- Implemented an onboarding feature for the Cal Band's new members-only website using CSS and HTML.
- Ran rehearsals for my section, led the band in performances, planned marching logistics on China/Japan trip.