Wyatt **Rudnicki**

CELL (415) 265-9362 • **E-MAIL** wyattrudnicki@gmail.com   **PORTFOLIO** · **GITHUB** · **LINKEDIN**

SKILLS **Ruby, Rails, JavaScript, React, CSS3, Node, Python, Redux, SQL, MongoDB, HTML5, Git, C, Java, TDD**

EDUCATION

University of California at Berkeley, *2016*
BA Education - *Cognitive Science, Computer Science minor*
Coursework : *Intro to Artificial Intelligence, Efficient Algorithms and Intractable problems, Intro to Security, Intro to Database Systems, Quantitative Methods in Linguistics, Perception, Cognitive Neuroscience*

EXPERIENCE

Whitney Lab - Vision Science
Research Assistant   Oct 2016 - Apr 2017

- Built templates for online visual experiments using JavaScript, which provided 15+ new experiments to run, led to over 100% growth in sample sizes for current experiments, and increased quality in experiments and data
- Improved UX of online experiments through smooth JavaScript setTimeout transitions

PROJECTS

Brainhacker   (Ruby on Rails, React) | *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 and 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 live updating study progress bar
- Revamped website style for cross browser compatibility and mobile responsiveness using media queries.

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

- Rendered cells with unique behaviors using HTML5 Canvas, JavaScript asynchronous functions, and OOP
- 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 and frequency of callbacks to create a fun and challenging UX
- Improved user relations by building in a support feature

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 back end setup using Passport and Mongoose
- Built out back end routes for group Components using Express which facilitated the creation of the front end group showpages
- Implemented form 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