# **DEI VALKO** EDI VLAKO EID VOI

# **SOFTWARE DEVELOPER SOFTWRAE DEEVLOPER SOTTWAI**

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ATTE LOCAITTON BEAVERTON, OR 🤉

LEGA LINKEDIN/IN/DEIVN-VKOLA FOLOIO HIST XPGRAM.GITHUB.IO

# WORK HISTORY WRRK HSITORY WROK HST

Prosper IT Consulting

Software Developer Intern

June, 2019

Worked for two weeks in an Agile environment on a team tasked with building an internal website for a construction company. I contributed heavily to their site-wide chat feature, smoothing its animations and visual features, and optimized the backend chat propagation between clients. I also added a website tour feature to acclimate new users to the site's layout.

Chuck E. Cheese

**Assistant Manager** 

Aug, 2014 - Current

Oversaw a team of employees, dealt directly with customers and solved technical issues with the arcade cabinets.

### ILLKTEIK TECHNICAL SKILLS

Agile - Scrum Methodology C# • MVC • .NET Framework HTML5 • CSS3 • Javascript React • SQL • Bootstrap C++ Java Python Lua

> Visual Studio • Azure Unity Game Engine Linux • Windows

Meticulous • Detail Oriented Strong Communication Skills Honest • Accurate • Reliable Ouick to Learn

## FRSPI PERSONABI E SKILLS

# ION EDACTIONN EDUCATION

The Tech Academy April - June, 2019

15-week bootcamp designed to train students into entrylevel, full-stack software developers.

Portland Community College 2013 - 2015

Math and Computer Science major. Completed Calculus II and all First Year CS classes.

# PROJECTS PREOJCTS PJOCRETS PERJCO

Advance Wars in Typescript/Pixi.js

Aug, 2019 – Current

An in-browser clone of *Days of Ruin* (2008). Features random map generation and auto-configuring tile graphics (land/sea borders, road directions, etc); Typescript code generation for terrain and battle-unit types using Python; a modular state machine which makes scripting player turn events and associated UI systems simple; breadth-first pathfinding which connects a unit-to-move to the field cursor; carefully crafted "user feel" matching the original game; and unprofessional controller support.

Movie Lookup Site with React/Django

Built to demonstrate external API and backend competency. Relies on OMDb to deliver movie search results and descriptive details via a flashy website written in React. Also uses a restful Django backend to maintain its own user voting system.

AddressBook Site using Wix and Sendgrid

Dec. 2020

Completed for Wix certification. Maintains a list of contacts by matching user accounts to a Wix database of contact entries. Implementation which prevents unassociated users from manipulating or seeing contacts they don't own. Integrated with Sendgrid to allow users to send emails directly from the site to any of their contacts.

Budgetboy - Budget Modeling Script

Sep. 2020

A CLI program written in Python which keeps track of bill schedules. It displays next-due expenses and income in a list-form calendar, autorotating the list by the current date, and can project net savings far out into the future. Uses regex to smartly identify submitted information, and uses subject modularity to simplify the command interpreter.

Mock Library-Database in SQL

Emulates a simple book-tracking system between library branches. Matches books with authors and rentals with user IDs. I also wrote many SQL queries which pull cross-table results.