

XANDER KAYLAN

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Education

Bachelor of Science: New Media Interactive Development

05/2022

Rochester Institute of Technology - Rochester, NY

- Dean's List Spring 2019, Spring 2020, Fall 2020, Spring 2021, Fall 2021, and Spring 2022
- Final Cumulative GPA 3.59
- Minors in Mobile Development and Film Studies

Mission Statement

Seeking a job as a front-end or full-stack developer starting in the summer or fall of 2022

Skills & Software

- JavaScript, Node.js, React.js, HTML/CSS, Angular/TypeScript, MongoDB, C#, Unity, Flask, CosmosDB, SQL, UI/UX, problem solving
- Visual Studio Code, Visual Studio, Eclipse IDE, IntelliJ IDEA, Brackets, PyCharm, Adobe Illustrator, Adobe Photoshop, Adobe XD

Work Experience

Software Engineer

05/2021 to 08/2021

Paychex Inc – Rochester, NY

- Worked with Angular, Typescript, Flask, CosmosDB, and SQL to create a portal for insurance teams to view policies that require attention
- Utilized Angular Material and wrote CSS for all pages, populated front-end tables and forms with policies from database, and added searching and filtering on each table
- Coded GET and POST API calls to back-end, wrote API code to handle calls from front-end, and used SQL queries to grab, update/replace, or insert data
- Increased code coverage with unit tests and demoed app to insurance employees to get feedback and ideas

Web Designer

08/2019 to 12/2019

RIT – Information & Technology Services – Rochester, NY

- Implemented production-level HTML/CSS and JavaScript and designed mockups, icons, logos, and prototypes for a web-based app that 18,000+ students use
- Coded front-end design/layout changes for all pages to make sure the site was mobile-friendly
- Wrote formal proposals suggesting both new features and changes to existing ones
- Made design decisions based on target audience, customer requests, and feedback from teammates and advisors
- Worked in 2 week sprints, held daily stand-ups, participated in peer code testing, and presented weekly progress to advisors

Projects

Audio Visualizer | HTML5 Canvas & Web Audio API

- Created a web app showing canvas elements changing based on audio
- Implemented a Bezier Curve, 2 triangles, a row of bars, and image effects such as invert, emboss, and noise
- Coded play/pause and track timing by hand, added a progress slider that updates as the track plays, text that shows current minute and second, and made dragging the slider change track progress
- Added option to activate a distortion effect on the audio and canvas and adjust the value using a range input
- User can freely show or hide all display options, adjust all sliders, and change both the curve and triangle colors at any point while the app is running

Links

- xxk3990.github.io/xanderportfolio
- <https://www.linkedin.com/in/xander-kaylan/>