

## SKILLS:

ReactJS, Redux, Ruby, Rails, JavaScript, SQL, HTML, CSS, C, C++, C#, Java, jQuery, MongoDB, Express, Nodejs, AWS

## EDUCATION:

SUNY BUFFALO- BA Computer Science, 2015-2019

SUNY BUFFALO - Game Studies Certificate ,2015-2019

Relevant Coursework: *Software Quality and Practice, Computer Organization , Software Engineering Concepts, Data structures*

APP ACADEMY- 2020 - A rigorous 16- week rigorous web development program with a 3% acceptance rate.

## Experience:

**Project Lead/Mentor** - Oversaw and mentored a small team in creating a full stack web application

## PROJECTS:

**Steam Clone** *React, Redux, MongoDB, Mongoose, Express, Node.js*

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

A single page clone of the popular game selling website Steam

- Leveraged Mongoose's populate function to load and query mongoose model associations to display multiple games lists, with varying categories , ensuring more efficient calls to the database.
- Enabled Custom hover mechanics using pure Javascript DOM manipulation, that allowed for fluid user interaction.
- Integrated JavaScript's Timer to create a sliding carousel of moving games, guaranteeing a dynamic shopping experience

**Royal Crossing** *Ruby on Rails, React, Redux, PostgreSQL*

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

A single page clone of the popular story sharing website RoyalRoad

- Utilized asynchronous callbacks to sequence story, and chapter creation, to ensure every story was created with at least one chapter
- Constructed back and front end user authentication, using BCrypt and React-Router, alongside cookies to persist logins across sessions
- Leveraged Amazon's S3 to store images, reducing load times and improving overall scalability

**Deception** *MongoDB, Mongoose, Express, React, Redux, Node.js.*

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

An online multiplayer social deduction card game.

- Assembled WebSocket's emits to allow dynamic, concurrent gameplay
- Created reusable React components for same type cards, decreasing overall load times, and improving code readability.
- Customized different player roles using unique React component functions that enabled players to have randomized roles when starting a game.
- Managed a team of software developers, and assigned tasks to ensure key features were completed on time.

**Konosuba Fan Game** *JavaScript, Html, CSS*

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

Created a unique game that utilized pure Javascript.

- Implemented an enemy AI using a custom pathing algorithm, that would result in enemies moving in unpredictable and challenging patterns.
- Utilized trigonometric functions to provide different character attacks, providing varying ways of play
- Implemented intense game logic to allow character swapping, opening up four different styles of play.

**Disabled Wizards** Unity C#

Engineered a Unity engine game that helped people understand the adversities of disabled peoples.

- Organized the idea and team communication through trello, increasing team communication, and efficiency.
- Implemented custom physics to design puzzles.
- Executed multiple camera angles to simulate different perspectives.

