Rory Evenson-Phair

(631) 965-1801 roryphair@gmail.com Portfolio LinkedIn Github New York, NY

Skills

JavaScript, React / Redux, Ruby, Ruby on Rails, C#, Python, Unity3D, HTML5, CSS3, Git, PostgreSQL, jQuery, MongoDB, Express.js, Node.js Tensorflow, Adobe Photoshop, Adobe Premiere

Projects

Disagree (JavaScript, React / Redux, Ruby / Rails, HTML5, CSS3, PostgreSQL) Live Site | Github

Full Stack Chat Application inspired by Discord

- Implemented a custom User Authorization system, using BCrypt on the backend and React-Router on the frontend, along with cookies to allow login persistence across sessions.
- Incorporated web-sockets using Rails Action Cable and Redis, allowing users to both send and receive live updated messages.
- Managed both direct messages and channel chat CRUD using Active Record and PostgreSQL, letting users delete and modify existing messages, and have those changes broadcast to all other live users.
- Conducted checks on frontend and backend to ensure that only a message's author can edit and delete messages.

World's Toughest Animal (JavaScript, HTML5, CSS3) Live Site | Github

Online Auto-chess strategy game

- Designed seven units each with individualized characteristics and behaviors to create specific strategic niches for each unit to fill.
- Utilized inheritance and OOP to allow a base unit class to dictate the majority of a unit's behavior and subclasses for further specialization, to create a framework for fast modification and easy creation of new units.
- Leveraged requestAnimationFrame to have several units' asynchronous actions concur simultaneously without interfering with each other, including animations and movement on units.
- Crafted additional features to allow a more customized User Experience and increase replayability, such as optional sounds and music buttons, ability to restart, different play speeds, and a random level generator.

Dungeon Companion (JavaScript, MongoDB, Express.js, Node.js, HTML5, CSS3) Live Site | Github

Website to Assist Dungeon Masters in DnD Games with Character Creation and Monster Combat

- Utilized an external Dungeons and Dragons API to give users quick access to detailed information useful for playing.
- Harnessed Axios to allow asynchronous requests to the database to reduce page load times and an uninterrupted user experience.
- Incorporated an Express.js server to interact with MongoDB to allow users to CRUD characters and games for future use.
- Adhered to best working Git practices by using branches and reviewing others requests to ensure no merge conflicts.

Experience

Beraltors Steam Page

Game Developer March 2014 - October 2019

- Built Beraltors, a PC/Mac Game using Unity3d and C#, featuring over 20 hours of gameplay, 72 different playable characters, cooperative multiplayer, gamepad support, multiple difficulties, and Steamwork API integration.
- Constructed AI systems using a combination of A* search algorithm and raycasting to have intelligent enemy behavior and reduce the amount of calculations made on each frame.
- Designed unique, holistic artistic experience, with hand drawn art, over 500 unique animations, hundreds of lines of dialogue.
- Produced additional social media content advertising and promoting Beraltors, such as videos, images, twitter posts.

Trapeze School New York

Flying Trapeze and Trampoline Instructor March 2017 - February 2020

- Created a fulfilling and engaging environment for developing acrobatic skills to guarantee customer satisfaction.
- Led instructors to ensure a safe learning environment in a potentially dangerous environment with 0% injury rate.

Education

App Academy April 2019 - June 2019

Immersive full stack software development bootcamp with a < 3% acceptance rate.

deeplearning.ai - Deep Learning Specialization January 2020

5-part online Machine Learning Certificate through Coursera with a focus on RNN and CNN

University of Rochester

Bachelor's of Science in Molecular Genetics, Minor in Mathematics Aug 2004 - May 2008

Selected Courses - Linear Algebra, Multivariable Calculus, Abstract Algebra, Advanced Biochemistry, Molecular Biology