

# Quinn Mullaney

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[PORTFOLIO](#)

[GITHUB](#)

[LINKEDIN](#)

## EDUCATION

### Web Development - [App Academy](#)

Fall 2021

*Immersive software development course with a focus on full-stack web development, which entailed 1000+ hours of coding.*

### BS Education - Fordham University, Bronx, NY

Fall 2017 - Spring 2021

*Bachelor of Science in Mathematics/Comp&Info Science, Concentration in Comp&Info Science*

GPA: 3.5/4.0

## SKILLS

JavaScript, React, Redux, Ruby on Rails, C++, HTML, CSS, Mongoose, MongoDB, Node.js, Express.js, SQL, PostgreSQL, Webpack, jQuery, Git, Heroku

## PROJECTS

### LOGGED OUT (Rails, ReactJS, Redux)

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

*Logged Out is a LinkedIn clone with MVPs such as posts, profiles, search, comments, and likes built using Rails + React + Redux.*

- Leveraged AWS S3 in tandem with Rails' Active Storage for storing and accessing uploaded images.
- Employed transform and translate animations for responsive sign in labels for improved clarity and accessibility.
- Implemented frontend form validations for increased user experience and to avoid extraneous backend requests which reduces client loading times.

### SUDOKU BOOK (Express, ReactJS, Redux)

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

*On Sudoku Book, users can play sudoku, post their best results, and challenge their friends, built using ExpressJS and React/Redux*

- Built user search feature which sorts results by relevance and which makes one backend request then filters per search query which improves performance.
- Designed modals for user sign-in, registration, and posting for improved user experience.
- Constructed a Redux state to store current user's friends, which reduced backend pulls and improved website speed.

### INSIDE: A GAME (Javascript, Canvas)

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

*Inside: A Game is a game inspired by Bo Burnham's Inside, built using Javascript, Canvas, and Photoshop*

- Implemented player object with four boolean directional inputs for dual direction and smooth movement.
- Employed minimal basic canvas shapes using familiar objects to reduce boundary checking lag and to ensure smooth user experience.

### SUDOKU SOLVER (C++)

[github](#)

*Sudoku Solver is a personal project I built to satisfy my own curiosities about sudoku solving methods*

- Designed Sudoku Solver using human inspired solving methods.
- Illustrated human solving capabilities vs recursive guess & check.

## EXPERIENCE

### Ruby on Rails Intern

FamilyTech

June 2017 - August 2017

- Identified, documented, and reported bugs, errors, and other problems with current and in-development products for FamilyTech's diverse users for a better and more consistent user experience.
- Studied FamilyTech's MVC and Ruby on Rails backend structure.