

Jeremiah Kellick

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SKILLS Angular, JavaScript, Node.js, React, Redux, Ruby, Rails, SQL, MongoDB, Python, C#, Java, HTML, CSS

EXPERIENCE

Google

2019-Present

- Built data visualization UIs in Angular for the Google Cloud AI Platform
- Worked on several UIs to accompany various product launches in the Google Cloud AI Platform
- Significantly refactored the common tree-table Angular component to eliminate tight coupling and increase flexibility
- Tracked estimates for my sub-team, updated stakeholders on progress, and communicated with the backend team to ensure the UI needs were met

PORTFOLIO PROJECTS

Legolas | *(React/Redux, Rails 5)*

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

Robinhood clone

- Organized the PostgreSQL database and wrote a query capable of fetching all current and past holdings the user had owned at any given point in time
- Parsed data from multiple stock APIs to display as graphs using Recharts
- Combined separate graph data from the different stocks the user owned into one graph of the user's portfolio by adding up the data points with matching timestamps

Portal Royale | *(React/Redux, Express.js, Socket.IO/Websockets, Canvas)*

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

Multiplayer shooter browser game

- Led a team of three engineers laying out the code architecture and assigning tasks to team members
- Designed and built a system using websockets that selectively synchronized important data, such as player location or when and where bullets are fired, from various game components across all clients
- Incorporated an entity interpolation algorithm to smooth over the effects of network latency and improve the gameplay experience
- Implemented a component based game system that facilitated cleaner code reuse by splitting an object's functionality among components (e.g. movement, health, collider) and allowing these components to be used on other objects with similar functionality

Mario.js | *(JavaScript, Canvas)*

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

Clone of the first level of Super Mario Bros. 3

- Implemented an AABB collision detection and depth checking algorithm to achieve solid objects
- Developed movement physics using velocity and gravity vector math to achieve smooth acceleration and friction
- Built a parser to take the JSON output from Tiled Map Editor and create in-game objects to allow for easy, visual level editing

Terminal Chess | *(Ruby)*

[github](#)

Chess written in ruby and played in the terminal

- Wrote an algorithm that iterates over the possible moves and checks if the move would leave the player in check preventing the player from making that move if it would
- Formed a system to keep track of en passant opportunities by leaving an invisible piece behind the pawn that when taken, also removes the pawn

EDUCATION

App Academy - 2018 - 1,000-hour software engineering bootcamp