

Isaac Alter

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Back End Engineer with expertise in the English language and Game Design.

Summary

Driven and determined back-end engineer with a background in English and game design. Skilled in both prose and more practiced systems, can provide unique insights granted from such opposing fields. Seeks creative solutions for problems and flourishes working in groups alongside peers.

Skills

- Ruby
- Ruby on Rails
- SQL
- HTML, XML, SGML
- Microsoft Office
- Technical Editing
- Document Design
- Proposal Writing
- Kanban
- Content Management
- Commercial Photography
- Adobe Photoshop

Projects

BattleShip | [Repository](#) | Paired Project December 2022
Tech: Ruby, Visual Studios, RSpec

- Designed Ruby application to play the popular board game battleship.
- Created arrays and hashes to hold information.
- Designed board to be customizable; can enter in number of rows and columns.
- Developed a simple AI that reacts to new information.

night_writer | [Repository](#) | Solo Project January 2023
Tech: Ruby, Visual Studios, RSpec

- Created a program to read English messages to translate to braille & vice versa.
- Implemented inheritance, modules, and hashes to accomplish its tasks.

adopt_dont_shop | [Repository](#) | Paired Project February 2023
Tech: Ruby, Ruby on Rails, SQL, HTML, Visual Studios, RSpec, Heroku

- Iterated upon the back-end software for a site that manages several databases.
- Established multiple relations between tables using Active Record and SQL.

Experience

- Designed over 20 levels in Unity engine for an independently developed game.
- Wrote script for game along with determining plot points and setting of the story.

Education and Training

Turing School of Software and Design, Denver, CO October 2022-June 2023
Certificate of Completion Back End Engineering
1500 hours of programming experience over a 7-month intensive, ACCET-accredited software development program