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ABOUT

A fast-learning full-stack engineer with experience in developing applications from scratch and with experience working collaboratively with a team in person and remote environments.

SKILLS

React.js, Ruby / Rails, JavaScript, Redux, SQL, NoSQL, Git, HTML5, CSS3, AWS Services, AJAX, MongoDB, jQuery

PROJECTS

Name: *WaveSky (Ruby on Rails, Ruby, React.js, Redux)*

[WaveSky Live](#) | [WaveSky Github](#)

My Role: *Creator of the application*

Description: *WaveSky is the music listening platform with the SoundCloud inspired UX/UI, where users can upload, listen to, comment, and like the songs.*

- Connected Amazon Web Services (AWS S3) to Rails' Active Storage which allows the app to store all media files of the user including songs, profile images, and helps easily to scale the storage.
- Implemented the method that decodes soundwaves information from the audio file using Web Audio API AudioContext and ArrayBuffer which then stores this data with the song in the PostgreSQL database.
- Created an audio player using JavaScript event listeners and Redux global store. Each change to the song is dispatched and saved to the store which allows other components to interact with the data. The player continuously plays throughout all pages and synchronizes with a clickable canvas that draws soundwaves using prefetched data.
- Hosted an application on cloud platform Heroku and added custom domain using AWS Route 53 with a secure SSL certificate.

Results: *The application was fully created by me. The main goal was to learn and challenge myself to create an application similar to the real-world example in a short time (10 days). WaveSky is 95% similar to SoundCloud with the same features and design.*

Name: *Virtual Tabletop (MongoDB, Express.js, React.js, Node.js)*

[Virtual Tabletop Live](#) | [Virtual Tabletop Github](#)

My Role: *Flex person (backend / frontend)*

Description: *Virtual Tabletop is an application that allows users to play tabletop games online with other people.*

- Engineered a resizable grid system using HTML5 canvas element and JavaScript which fits the grid to the background map image.
- Incorporated pieces placement logic using JavaScript's drag and drop event listeners making pieces/tokens draggable from one cell to another.
- Implemented initial state of multiplayer using Socket.IO which broadcasts one player's movement to all other players in the same game room.
- Modified front-end and back-end routes using Express.js allowing to have easy readable and convenient URL addresses.

Results: *The application was built working remotely with a team during COVID-19.*

Name: *PewPew (JavaScript, Three.js, HTML5, CSS3)*

[PewPew Live](#) | [PewPew Github](#)

My Role: *Creator of the game*

Description: *PewPew is a first-person shooter 3D game where the main goal is to take down all 5 targets as fast as possible. Every time the targets are placed randomly.*

- Built 3D scene using Three.js library's PerspectiveCamera; implemented first-person shooter game experience with keyboard and mouse controls by having JavaScript's event listeners for keyboard inputs.
- Designed the game logic using JavaScript allowing 5 targets always placed randomly across the map. After each round, the array of all targets is sorted randomly and the first 5 targets are added to the scene.
- Implemented statistics within the game UI using JavaScript DOM manipulations that keep track of all necessary data such as record time, ammo left, targets left, and the timer.
- Connected Google Firebase database that keeps track of the best 10 records in the game; the data is then printed on the leaderboard section.
- Added graphic settings feature that disables all shadows and extra lights improving the performance by 75%.

Results: *The game was fully developed by me. The main goal was to learn how to use 3D web graphics using JavaScript and libraries.*

EDUCATION

App Academy - Immersive software development course with a focus on full-stack web development (Spring 2020)

Diablo Valley College (DVC) - *A.S. in Computer Science* (Fall 2017)