

# ADAM MOFTAH

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## SKILLS

React.js, Ruby on Rails, JavaScript, jQuery, Ruby, Redux, SQL, Git, HTML5, CSS3, Adobe Creative Cloud, Unity

## PROJECTS

### Stack Overwhelm

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

*A Stack Overflow-inspired single-page web application created using React-Redux, Ruby on Rails, and PostgreSQL.*

- Created a simple, elegant UI through logical styling and employment of customized JavaScript page assets.
- Designed and produced custom assets for the site, including a banner, logo, favicon, and buttons.
- Leveraged Rails polymorphic associations for votes on questions and answers to practice DRY coding patterns.

### Feuding Friends

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

*A live multiplayer Family Feud game collaboratively developed with MongoDB, Express.js, React, and Node.js*

- Designed and developed the game with consideration for both desktop and mobile views for increased accessibility.
- Utilized socket.IO to synchronize a shared state amongst players in a given gameroom enabling consistent communication through timed rounds of the game.
- Produced assets such wireframes, a logo, and a favicon through Adobe XD and Illustrator
- Practiced collaborative Git workflow practices through pull request reviews, code merging, virtual pair programming.

### Sound Sight

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

*An audio-visualizer developed using JavaScript, D3.js, and browser Web Audio API*

- Utilized JavaScript to preload audio onto the site as well as enable user uploaded audio.
- Created custom visualizations of audio data based on analysis of frequency data derived through Web Audio API.
- Designed an effective UI intended for ease of use and streamlining of functionality.

## EXPERIENCE

### Private Tutor

Nov. 2019 – Present

Ivy Tutors Network, New York NY

- Developed supplemental education plans for multiple clients across different subject areas including programming and geometry.
- Assisted with test prep for New York State Regents and Common Core exams as well as the SAT Subject Tests.
- Planned, proctored, and graded diagnostic and practice exams for students by using online grading software as well as a student portal.
- Transitioned in-person instruction to remote learning making use of online instructional and communication tools.

### Mixed Reality Research Fellow

May 2018 – May 2019

Yale Center for Collaborative Arts & Media, New Haven CT

- Conducted research on Embodied Navigation, a newly-developed method of virtual reality navigation produced at Yale aimed at increasing accessibility and immersion.
- Presented VR research investigating forms of virtual navigation at multiple conferences and summits internationally.
- Collaboratively developed VR pieces integrating Embodied Navigation within virtual immersive experiences.
- Facilitated over 20 submissions to a VR art exhibition, showcasing Embodied Navigation at the IEEE GEM Conference.

### Digital Media Intern

June 2017 – Aug. 2017

Giza Project at Harvard University, Cambridge MA

- Utilized 3DS Max to animate several walkthrough videos of Ancient Egyptian sites for Harvard's pioneering immersive visualization project.
- Edited images of digital models used in The Museum System, the largest international museum archive system.
- Established standards of citation and documentation for future digital humanities projects funded by the National Endowment for the Humanities.

## EDUCATION

**App Academy** — An 1000+ hour full-stack web dev. bootcamp with <3% acceptance rate Jan. 2020 – May 2020

**Yale University, BA** — Art, Graphic Design concentration Aug. 2015 – May 2019

Relevant Coursework: Introductory Computer Science, Mathematical Tools for Computer Science, Internet & Web Design