

Allan Einhorn

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Languages: Javascript, Python, C#

Technologies: MERN, MVC, REST APIs, Apollo GraphQL, React, Context API, Express.js, Node.js, Flask, .NET, OOP, JWT, Jest, SSH, Insomnia, Mongoose, MongoDB, MySQL, PostgreSQL, Sequelize ORM, SQLAlchemy, PyMySQL, Git, GitHub, GitBash, Webpack, DigitalOcean, Netlify, Heroku, Firebase, Stripe, RegEx, JSON, Web APIs, HTML5, CSS3, Bootstrap, Phaser, Google DevTools, Lighthouse, VS Code, Jupyter Notebook, Python Tutor

EXPERIENCE

2u - Software Engineer, Teaching Assistant, Centralized Grader

06/2022 - present

Technologies: GitHub, GitLab, MERN, MVC, Jest, GraphQL, RESTful API, React, MongoDB, Node.js, Express.js, Sequelize, OOP, JWT, Webpack, Babel, Javascript, jQuery, RegEx, Service Workers, JSON

- Assisting in the online delivery of a modern full stack web development curriculum
- Evaluating and debugging fullstack MERN and Progressive web applications
- Testing RESTful and GraphQL API endpoints with Insomnia and GraphQL Playground
- Guiding the students through the end to end deployment process
- Applying best ORM and ODM practices for students to communicate with MySQL and NoSQL databases
- Instilling best GitHub version control practices in students
- Ensuring that unit testing using Jest is applied correctly for student applications
- Validating student Javascript code and providing concise and constructive feedback
- Being a point of contact and general support for students and escalating any issues they may encounter to the appropriate department

PERSONAL APPLICATIONS

GameRoom - Software Engineer

Technologies: Phaser, Javascript, Python, React, Flask, PostgreSQL, SQLAlchemy, JWT, HTML5, CSS3,

- Engineered a full-stack web application with a React frontend, Flask backend, and PostgreSQL database
- Developed a 2d action platformer HTML5 game for web application using the Phaser libraries and Javascript logic
- Utilized Python OOP using SQLAlchemy ORM and PostgreSQL to store user, game, and shop data
- Applied user authentication using JSON web tokens
- Built a game shop for users to buy in-game items that persists with session on a local cache
- Created REST API endpoints in Flask for consumption by a React frontend to query and modify player/shop data
- Derived Javascript code in React to fetch and modify player data from Flask backend
- Designed game levels using JSON data from Tile level editor, and Javascript code.

EDUCATION

Coding Temple - Fullstack Bootcamp

10/2021 -02/2022

Technologies: Flask, React, Javascript, Python, PostgreSQL, SQLAlchemy, Git, GitHub, HTML5, CSS3, Node.js

- Utilizing the appropriate Data Structures and Algorithms for each task to optimize code for space|time complexity
- Working the backend using Python OOP, Flask, and PostgreSQL
- Implementing JS promises and React hooks to work the front end
- Crafting Flask API endpoints with CRUD operations for consumption by a React front end
- Deployment of Full Stack Web Applications using heroku and netlify
- Using third party APIs to create content on client side dynamically
- Synchronizing Stripe API to integrate ecommerce functionally for Web Apps
- Creating/maintaining SQL Queries, Custom Queries, and Stored procedures for client storage
- Providing Basic, Token, and Firebase authentication for web applications
- Debugging Web Apps by validating JS and Python code

Kingsborough CUNY, Associate of Science : Biology

Zero To Mastery Academy, Data Structures & Algorithms, React