

GAYANE SELIMYAN

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SKILLS

PROFICIENT: JavaScript, Node.js, Express, React, Redux, Sequelize, Git, HTML, CSS, Firebase, React Native
KNOWLEDGEABLE: Ruby, SQL, TDD (Mocha, Chai, Jasmine), Heroku, Socket.io, Tessel.io, Cloud Firestore, Webpack
FAMILIAR: Travis CI, Solidity, Koa, D3.js

PROJECTS

WIKILINKS · October 2018

- In-browser multiplayer application for users to compete in the "Wikipedia Game".
- Designed the schema for Firebase Realtime Database for easy data storage and retrieval. Built game history graph with Recharts.
 - Group project built with React, Firebase and NodeJS.

PAWRKS · September 2018

- Mobile app connecting pet owners living near each other.
- Wrote clean and maintainable code using the SOLID principles.
 - Built with React Native and Firebase.

EJ-SPECTACLE · September 2018

- E-commerce web app.
- Implemented REST API tested with Mocha and Chai, as well as cart functionality persistent through sessions.
 - Built with Node.js, Express, PostgreSQL, Sequelize, React, Redux.

EXPERIENCE

Fullstack Academy of Code Teaching Fellow

New York, NY · October 2018 to February 2019

- Mentor 47 immersive software engineering students on engineering technical concepts, algorithms, software architecture, debugging strategies and writing clean code
- Lead student projects as project manager and code reviewer
- Conduct technical admissions interviews for prospective students

Children of Armenia Fund Development and Operations Manager

New York, NY · October 2015 to July 2018

- Initiated and oversaw organization's website redesign project
- Led fundraising strategy for annual gala that raised \$3.5M yearly
- Introduced the practice of analyzing fundraising efforts to show trends

The Civiltas Foundation, CivilNet.am Web TV Media Production Manager

Yerevan, Armenia · 2012 to 2013

- Improved production process and increased number of daily reports from an average of five to eight
- Developed strategy for regular and breaking news coverage in a fast paced environment
- Arranged and ran daily and weekly editorial meetings to organize news coverage and production flow
- Ensured efficient use of technical resources
- Developed policies for current and future interns

Journalist/Anchor

Yerevan, Armenia · 2011 to 2012

- Researched, prepared and anchored weekly investigative segment on government procurement
- Covered presidential, parliamentary and local elections in Armenia
- Conducted interviews 'on air' both for prerecorded and live pieces with 1000+ views

EDUCATION

Fullstack Academy of Code

October 2018

Rigorous software engineering immersive program focused on full stack web development. Emphasis on pair programming in an agile development environment.

Grand Valley State University Master of Public Administration

August 2015

Zach Rachlin

✉ zachrach@gmail.com

📞 802-318-2406

📍 New York, NY

🐙 github.com/zrachlin

🌐 linkedin.com/in/zrachlin

SKILLS

Languages: JavaScript, Python, SQL, HTML, CSS, Bash, MATLAB

Full Stack: React, React Native, Expo, Electron, Redux, Node, Express, Sequelize, PostgreSQL, Github/Git, Heroku, Mocha, Chai

Data Science: Tensorflow/Keras, Pytorch, Caffe, Scikit-Learn, Open-CV, Pandas, Jupyter, Google Cloud Platform, MQTT

PROJECTS

SpotiFire – (Mobile App)

Winter 2019

Solo Hackathon Project, **Fullstack Academy** – bit.ly/spotifire-stackathon

- Built mobile app that automates the creation of customized Spotify playlists from unlimited artist and track seeds and enables users to connect them to saved geographic locations and activities. Users receive a notification when they arrive at a linked location or perform a linked activity and can seamlessly begin playing the associated playlist

- Technologies Used: React Native, Expo, Spotify Web API, Google Places API, OAuth, React Native Activity Recognition API

DroneVision – (Desktop App)

Winter 2019

Capstone Team Project, **Fullstack Academy** – bit.ly/drone-vision

- Developed cross-platform desktop application designed to assist filmmakers that wish to use drone footage in their projects. Users can build and pre-visualize drone flight-paths in 3D utilizing our custom path-building tool. They can then connect to their drone to run, view, and record its flight in real-time with one simple click.

- Primary contributor to path-building logic, path-to-drone-command algorithm, and Three.js scene rendering

- Technologies Used: Electron, React, Redux, Node, Three.js, FFmpeg, Ryze Tello Drone/SDK

Deep Learning for Song Genre Classification – (Jupyter Notebook)

Summer 2018

Solo Python Project – bit.ly/spotifire-python

- Built an LSTM-based model in Keras to predict song genres from Spotify's audio analysis and audio feature data

- Created object-oriented functionality for interacting with the Spotify Web API through the Python Spotipy library

Smart Shuttle Routing – (MATLAB Program)

Fall 2016

Team Catalyst Project, **Ford Motor Company**

- Implemented a Bayesian tracking algorithm to estimate traffic light periods and switching times using aggregated Ford shuttle GPS data with the purpose of providing more fuel- and time-efficient shuttle routing

WORK EXPERIENCE

Research Engineer (FCG Rotational Program) – Ford Motor Company, Dearborn, MI

July 2015 – August 2018

Machine Learning and Artificial Intelligence Team

- Constructed a Python/Bash computer vision pipeline to automate the data preparation and training of the “SSD” deep neural network (DNN) in Caffe for camera-based autonomous vehicle object detection and classification
- Associated all images in the Berkeley Deep Drive dataset with upcoming turn info using heading, speed, and reverse geocoding with the Google Maps APIs for use in future work incorporating driver intent into end-to-end DNN training

Active Safety Team

- Built MATLAB GUI for visualization and objective comparison of statistics of KPIs for the autonomous emergency braking feature across multiple vehicle programs

Electrified Powertrain Control Systems Team

- Integrated driver demand and regenerative braking into a vehicle Simulink model and connected it to the CarSim CAE environment for rapid controls prototyping with variable road conditions and powertrain configurations

Semi-Automated Driving Team

- Created automation scripts using the ActiveX framework in MATLAB to evaluate lane departure time in a loss of lateral assist situation with varying vehicle speed, road curvature, and road bank in the CarSim CAE environment
- Incorporated automated lane-change functionality into the lateral controller Simulink model and conducted in-vehicle validation testing on Ford's test tracks

EDUCATION

Fullstack Academy, New York, NY

February 2019

Software Engineering Immersive

Northwestern University, Evanston, IL

Master of Science in **Mechanical Engineering**

GPA: **3.97 / 4.00**

December 2014

- Focus in Energy & Sustainability / Minor in Engineering Management

Bachelor of Science in **Mechanical Engineering**

GPA: **3.71 / 4.00**

June 2014

Joshua Park

jiyong11281@gmail.com | 646-659-1495 | New York, NY |
[Github](#), [Linkin](#), [Blog Post on Unity](#)

TECHNICAL SKILLS

- Proficient: Javascript, Node.js, Express, React, Redux, React Native, HTML, CSS, SQL, Git/Github, Heroku, slack, D3
- Knowledgeable: C#, Mocha, Chai, OAuth

PROJECTS

CapStone Project- “Midas” - [Github](#)

May 2018

- Web-based personal financial management.
- Successful working as a team in a deadline driven environment.
- Useful for customers who use multiple cards to see all the transactions in one place, monthly payments alerts, goals, budgets and retirement plan.
- Technologies used: React-Redux, D3, Victory, Express, Sequelize, Plaid API, Passport, Semantic UI, CSS, .

Stackathon Project- “Shooting-range-Unity”- [Github](#)

April 2018

- 3D FPS game built with Unity. First person shooting game with multiple playing scenarios.
- Implemented intermediate C#, incorporated over 2000 image assets including 3D models, capture movements, sprites and friction using C# script.
- Technologies used: Unity, C#, XCode

Grace Shoper E-Commerce website “Wizbang”- [Wizbang](#)

April 2018

- [Mockup] E-Commerce website selling fan based Harry Potter memorabilia.
- Designed, engineered, and launched the app using heroku..Implemented backend using express and sequelize.
- Technologies used: React, Redux, Node.js, PostgreSQL, Heroku, Sequelize Semantic UI, OAuth.

WORK EXPERIENCE

Jongro BBQ

June 2010 - December 2017

- Provided exceptional customer service
- Gained skills in time management, multitasking and collaboration.

EDUCATION

FullStack Academy- full-time software engineer immersive

February 2018

- Immersive 3-month software development bootcamp
- Number 1 rank coding bootcamp in the Country emphasizing pair programming, test driven development and able to learn whole language, libraries within 3 months.

Bootcamp Prep App Academy

September 2017 - October 2017

- Algorithms, Data Structures and Javascript.

Hunter College

January 2013 - January 2015

- Courses on C++ and Java.

INTERESTS

Video Gaming, Guitar, & Singing(Auditioned on South Korea TV talent show & I have performed at Carnegie Hall)

JUSTIN GOLDBERG

Full Stack Web Developer

✉ JustinTaylorG@Gmail.com ☎ 917-685-9519 📍 Brooklyn, NY in justin-goldberg 🌐 Oyama87

■ SKILLS

Proficient: React, Redux, HTML, CSS, JavaScript, Axios, React Router, Express, Node, Sequelize, PostgreSQL, Electron, Passport.js

Familiar: React-Native, Expo, Firebase, Socket.io, Material UI

Tools: Git, GitHub, Travis, Mocha, Chai, Jasmine, Visual Studio Code, Trello

■ PROJECTS

SoundSpace · Jan. 2019

A web application for sharing and discovering new music together. Find, join, and create different channels, voting on tracks to contribute to collaborative shared playlists in real time.

- Worked on Agile team of 4 developers.
- Built initial App scaffolding with React, Express, and Sequelize/PostgreSQL.
- Implemented OAuth with Spotify.
- Wrote front and back end logic for song voting feature.
- Integrated React-Router and Redux with Express to stabilize and persist application state across various user actions.

Amanuensis · Jan. 2019

An integrated environment for studying and reviewing audio files.

- Sole Developer.
- Learned to use Electron and Google's Speech-to-Text API.

Breaking Out of the Browser · Dec. 2018

A series of Medium articles for using Javascript to build native software development tools.

- Sole Author.
- Created and edited all visual aids.

Reduct-Builder · Dec. 2018

A command line utility built in JavaScript as an NPM package, for instantly creating React component boilerplate files and folders.

- Sole developer.
- Learned how to build command-line tools with Node and NPM.

■ EXPERIENCE

Santa Monica College Computer Programming Club · Santa Monica, CA · Fall 2017 to Spring 2018 · *Vice President*

Coordinated educational workshops and events for club members

- Introduced novice programmers to web development technologies.
- Advocated for, defended, and received approval for \$1,400 proposal to expand club educational resources through club-wide Udemy accounts, with courses in a variety of software engineering topics.

Trader Joe's · Los Angeles, CA · Apr. 2016 to Aug. 2018 · *Crew Member*

Customer Service and Inventory.

- Helped customers find and choose products for their specific needs.

Emergency-1 Response · Los Angeles, CA · Sept. 2015 to Aug. 2017 · *EMT*

On-site Emergency Medical Services/First Aid for special events.

- Cared for sick and injured patients at clubs, concerts, and sporting events.

■ EDUCATION

Fullstack Academy of Code · Sept. 2018 to Current

Santa Monica College · Sept. 2016 to June 2018

Vice President, Santa Monica College Computer Programming Club 2017-2018

NY Methodist Center for Allied Health Education · Fall 2011 to Summer 2012

NYS EMT-P

MARK BUNGEROTH

FULL STACK SOFTWARE ENGINEER

✉ mbungeroth@gmail.com ☎ 212.203.1568 📍 NYC in markbungeroth 🌐 mbungeroth

SKILLS

PROFICIENT
KNOWLEDGEABLE

JavaScript, Node/Express, Sequelize, React, Redux, HTML, CSS, Git, Github, React Native
Python, Ruby, Mocha, Jasmine, SQL, Ruby on Rails, Django, Socket.io, OAuth

PROJECTS

Sept. 2018 to Oct. 2018

Atlas Trip Planner

A full stack, group trip-planning platform created for both web and mobile. Users can create a trip and invite friends to collaborate on its details. Designed to solve the problem of needing a central location for trip details that is more user-friendly and helpful than group emails or shared docs.

Technologies: Node/Express, React, Redux, PostgreSQL, Sequelize, React Native, Google Maps/Places API.

Deployed link: <https://atlas-trips.herokuapp.com/>

Github Repo: <https://github.com/atlas-trips>

Sept. 2018 to Sept. 2018

NYC Subway Countdown Timer Mobile App

Hackathon project with the aim to learn and utilize a new technology. This mobile app is built with React Native and taps into the MTA real-time data feeds to display live subway countdown timer data to the user via Android/iOS.

Technologies: Node/Express, React Native, MTA Real-Time Data Feeds API.

Presentation: <https://www.youtube.com/watch?v=Mpa7uYTOTPA>

Github Repo: <https://github.com/mbungeroth/subways>

Sept. 2018 to Sept. 2018

Fullsnaxx E-Commerce site

A full stack, JavaScript e-commerce site for snacks. Can handle both logged in and guest users, manage their carts, and allow them to check out. Keeps records of users and past orders via database.

Technologies: Node/Express, React, Redux, PostgreSQL, Sequelize, OAuth.

Deployed link: <https://fullsnaxx.herokuapp.com/>

Github Repo: <https://github.com/fullsnacks/fullsnax>

EMPLOYMENT

Oct. 2005 to July 2018

NYC Department of Education · Teacher · NYC

- Guided students with no coding experience to incorporate Python into the math curriculum and write scripts to calculate total price given a quantity, price, and sales tax rate
- Taught 6th graders basic coding concepts using Scratch and beginning JavaScript to a small 7th grade group
- Gave Math and Science instruction to grades 6, 7, and 8 while managing collaboration with other teachers
- Amongst the top-rated teachers via anonymous Department of Education student surveys
- Led low-performing students to pass state exams for the first time
- Licensed to teach both general and special education students
- Managed differing expectations of administration, parents, and students so that all parties felt heard and catered to

EDUCATION

July 2018 to Oct. 2018

Fullstack Academy

13-week software engineering immersive bootcamp. Full stack JavaScript with the following technologies: Node, Express, React/Redux, Postgres

Pace University

MS Childhood Education

New School University

BA Liberal Arts

INTERESTS

Rock Climbing, Film, Cooking, Fitness