

Roman Levytskyy

Full-Stack Engineer

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Summary

Dedicated professional with strong analytical and conceptual problem-solving abilities as well as the necessary communication, organizational and time management skills to take on any task and exceed expectations.

Skills

Programming Languages:

JavaScript, Ruby, HTML5/CSS, SQL, Python

Frameworks & technologies:

React, Ruby on Rails, Express/Node.js

Software: Linux, Matlab, Excel

Languages: Ukrainian, Russian, English, Polish

Education

City College of New York

Bachelor of Science Applied Mathematics 2017

Co-wrote a custom statistical model to analyze whether hybrid courses improve performance of failing students as compared to traditional courses.

Volunteering

Major League Hacking · Jan
Workshop 2018
Facilitator/Lead

- Deliver presentations introducing hackers to new technologies
- Assist participants in setting up their environment
- Troubleshoot and debug problems during the workshop

Experience

Dev Bootcamp

Teaching Assistant

Apr 2017 to Nov 2017

- Supported students by debugging code, conducting code reviews, recommending best practices and answering general questions.
- Prepared and delivered live coding sessions on various programming topics.
- Provided feedback on the curriculum and suggest changes to benefit each individual cohort.
- Technologies taught: Ruby, Rails, Sinatra, ActiveRecord, PostgreSQL, JavaScript, jQuery, Ajax, React, HTML, CSS, git/Github, algorithms and data structures, OOP design principles and conventions, building and consuming APIs, debugging tools and methodologies.

Projects

EngageMe

EngageMe is a presentation analytics web-tool that helps presenters capture, monitor and track the audience's emotional reaction to their content in real-time.

- Set up API calls to Microsoft Cognitive Services API
- Parse the response to aggregate, format and render data in a way that's accessible and user-friendly
- Technologies: Ruby on Rails, Javascript, Materialize, Charts.js

PixelDraw

PixelDraw is a collaborative drawing app allowing users to draw pixelated images, store them on their account, browse other users drawings and most importantly collaboratively draw in real-time.

- Build the front end functionality including various drawing tools such as pencil, spray can, eraser, and fill tool
- Integrate social media sign in with Firebase Authentication
- Model the data structure for storing user input in a non-relational database
- Technologies: React, Redux, React-Router, firebase real-time database, serverless functions

Awards

Watson | StrongLoop | Bluemix · Best Use of Loopback

- Awarded Best Use of Loopback, competing against 23 teams.
- Built using React Native, Loopback API, Ignite and Yelp API.

Fareportal · Audience Choice Award

- The winner of Audience Choice category, competing against 10 teams.
- Built the traveling app, FriendTrip, on Facebook, using Facebook one-person sniped ads, Facebook tab & pages feature and Fareportal searching & booking APIs.

