

# Lev Kanter — Résumé

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I am a web developer based in Brooklyn, NY— experienced with building, delivering, and maintaining web apps, as well as with leading dev teams and managing the full lifecycle of web dev projects.

## Technical Skills

- **Programming:** Python, Javascript, HTML, CSS
- **Frameworks:** Django, VueJS/Vuex, ReactJS, Apollo
- **Infrastructure and DevOps:** Docker, Terraform, AWS, Jenkins
- **Project management:** Github, Jira

## Work History

### Type/Code

— **Co-founder, Partner**  
*07/2010–12/2020*

— **Lead Developer**  
*07/2010–12/2016*

— **Technical Director**  
*01/2017–12/2020*

[Type/Code](#) designs and develops digital products for clients including tech companies, publications, educational institutions, museums, non-profit organizations, architecture firms, and more. Alongside the company's other partners, I played a major role in establishing, managing, and growing Type/Code from 2010 through 2020.

My focus and main responsibilities at Type/Code included lead development, project management, and fostering the strength of our dev team. I helped determine our technology stacks and architectures for different projects, shape the design patterns and libraries used throughout our projects, establish and evolve the team's development processes, recruit and coach developers, and encourage a high standard of quality throughout the company's development work.

Some of the clients I worked with at Type/Code include: [Slated](#), [MoMA](#), [Google](#), [Architizer](#), [MIT Media Lab](#), [FLIR Systems](#), [Sharp Type](#), and [A24 Films](#).

### Parsons School of Design

— **Adjunct Faculty**  
*08/2011–05/2014*

I taught the course Core Lab: Interaction in the [Communication Design department](#) at Parsons for five semesters. Geared towards undergraduate interaction and graphic design students with no prior programming experience, this course provided an introduction to web development using HTML, CSS, and Javascript. I was responsible for designing the syllabus, lectures, and assignments for my class.

## Freelance

### — Web Designer and Developer *11/2008–06/2010*

While finishing my undergraduate degree, I freelanced on various web design and development projects. Several of these projects were commissioned by the design agency [Kiss Me I'm Polish](#).

In 2010, I participated as a frontend developer on the first generation of [inStream Wealth](#)'s financial planning platform, in collaboration with two college classmates (with whom I co-founded Type/Code the same year).

## Redub LLC

### — Frontend Developer *05/2008–11/2008*

[Redub LLC](#) provided interaction design and frontend development consulting services for clients including [GOOD Magazine](#), [Thrillist](#), and [Conductor](#). I was responsible for frontend development on several projects, including a full redesign of Thrillist which launched in September 2008.

## Selected Work

[Some projects I worked on.](#)

## Education

### Parsons School of Design

#### — BFA, Design and Technology *01/2007–05/2010*

I majored in interaction design and digital art. For my thesis, I designed and developed software that enables users to create digital paintings using a [Nintendo Wii Remote](#).

### Stony Brook University

#### — Computer Science *08/2005–12/2006*

I completed three semesters in the computer science honors program before transferring to Parsons.