Max Pleaner
Web Developer / Software Engineer
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Skills

Ruby, Rails, Sinatra, Javascript, jQuery, Coffeescript, Node.js, Backbone.js, HTML, CSS, SQL, Redis, AWS, Heroku, TDD, Git, Unix, APIs, Single Page Apps

Experience

Software Engineer, Sobrr.life **|** *San Francisco, CA — 11/2014 - 4/2015*
- Core back-end Rails engineer on a small team. Rapid development cycle.
- Coded and tested internal features and a JSON API consumed by iOS and Android apps.
- Managed databases and deploys using MySQL and AWS.r
- Localized content for international users.
- Implemented Javascript administration interface and redesign for promotional website.
- Scheduled application events using Resque, including mobile notifications.
- Added cache interface with Redis and migrated data.

Staff, Santa Cruz City Council Member Micah Posner **|** *Santa Cruz, CA — 6/2013 - 12/2013*
- Coordinated with community groups, formulated political strategy. Topics included civil liberties, urban planning, and public health.
- Organized city forums with hundreds of attendees and produced radio program

Freelance Public Outreach Specialist, Political Campaigns **|** *CA — 2007 - 2014*
- Canvassing the mass market, registering voters, polling public opinion, petitioning, etc.

Education

App Academy | *San Francisco, CA — 2014*
- Full-stack web development school. < 5% acceptance rate.

Code Union | Virtual — 2014
- Web dev fundamentals taught by Dev Bootcamp cofounder.

Politics B.A., UC Santa Cruz — 2013