MICHAEL**SCHWARTZ**

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SKILLS   React, Redux, Javascript, jQuery, Ruby, Rails, Python, AWS, Heroku, CircleCi, HTML, CSS, SQL, git, TDD

EXPERIENCE

Software Developer / Instructor

App Academy   Nov 2019 - Present
- Supervised the development of over 100 web apps by providing technical support and coding reviews
- Developed React/Redux features on an internal tools enabling better statistical tracking of students' progress
- Assisted students in solving daily complex programming challenges, algorithms and full projects
- Lectured cohorts of students on React, Redux, Ruby on Rails, JavaScript, and jQuery

Senior Project Analyst / Senior Support Engineer

The Lloyd Group   Mar 2015 - Jul 2018
- Designed and implemented new network and system infrastructures for 150+ clients
- Mentored seven colleagues on new Cisco and VMWare hardware technologies and existing systems
- Recipient of "Dream Team" award for job performance in 2017
- Provide "last level" support for complex network and system outages for 150+ clients

Jr. Systems Administrator

Atlantic PC, Inc.   Feb 2012 - Mar 2015
- Provided support of computer hardware and networking systems to 100+ clients
- Obtained various certifications such as CCNA, Net+ and A+ to improve mastery of the industry

Junior Engineer

ABCO Steel Door   May 2011 - Feb 2012
- Created Excel templates to allow manufacturing data to be created in one-third of the time

PROJECTS

LogMyJog   (React, Redux, JavaScript, Ruby on Rails, PostgreSQL)   live | github

A single page webapp inspired by MapMyRun intended to allow users to map and log running activities
- Incorporated Google Maps API to obtain vital data such as distance and relative maps
- Utilized Rails Polymorphic associations to keep code DRY, scalable and readable
- Employed React to resolve components that render upon change of state rather than a full refresh
- Prepared app for scalability by applying jBuilder to prefetch data and send JSON responses

SubStrings   (JavaScript, jQuery, HTML, CSS)   live | github

Word descrambling game built using JavaScript and jQuery, inspired by TextTwist
- Manipulated DOM objects using Vanilla JavaScript and CSS effects to visualize the game
- Applied Object Oriented Programming principles to keep track of variables more easily and code more scalable
- Used Google Firebase to keep track of a High Score leaderboard

DOMiNode   (JavaScript)   live | github

Library built using JavaScript, intended to allow DOM manipulation with ease
- Creates custom API methods that are used to manipulate the DOM elements
- Allow ease of traversing through groups of elements as well as adding event listeners using Vanilla JavaScript

EDUCATION

Web Development - *App Academy (Summer 2018)*
BA Liberal Arts - *State University of New York at Binghamton, 2011*