

# MICHAEL SCHWARTZ

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[PORTFOLIO](#)

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New York, NY

## SKILLS

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

## EXPERIENCE

### Software Developer / Instructor

*App Academy*

Nov 2018 - Present

- Supervised the development of over 65 web apps by providing technical support and code reviews
- Developed React/Redux features on internal tools, enabling better statistical tracking of students' progress
- Implemented a Ruby on Rails with React feature that keeps track of student morale based off of weekly survey results
- Built practice tools using Ruby with RSpec tests, to assist students algorithms practice and prepare for weekly assessments
- Assisted students in solving daily complex algorithms, programming challenges, 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

### 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*