

Phil Salant



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EXPERIENCE Senior Solutions Engineer, *Signals SME* - *Movable Ink*

February 2017 - Present

- Create JavaScript algorithms to detect and leverage patterns in client website structures in order to map and transmit user behaviors for clean database storage
- Design, build, implement, QA, debug, and maintain custom apps that leverage said behavioral data for use with the Movable Ink platform
- Collaborate with a team to maintain internal APIs integrated into custom apps
- Enforce an Agile development philosophy, and lead daily standups as well as bi-weekly sprint planning meetings to guide product development
- Join client-facing calls and meetings as a technical resource and *Signals SME*; work with client account managers to ensure the successful implementation of *Signals*
- Mentor junior engineers and discuss best practices with respect to algorithm design, library choice, code style, and division of labor

Full Stack Software Developer - *Weil, Gotshall & Manges, LLP*

July 2015 - March 2016 (6 month contract, extended)

- Managed, customized, and debugged the HP IDOL/Intelligent Universal Search environment that thousands of legal professionals rely upon daily
- Led architecture and implementation of an improved system layout that reduced outage time by 15% and included end-to-end SSL encryption

Technology Consultant II -- *Hewlett-Packard Software*

August 2012 - April 2015

- Installed and customized HP's complete eDiscovery platform (IDOL, Consolidated Archive, Discovery, and Supervisor) for more than 100 clients
- Educated clients in basic system management strategies and daily use cases

EDUCATION App Academy - *Web Development (June 2016 - September 2016)*

- 1000-hour full-stack software development course with < 3% admissions rate
- Topics include: Ruby, Rails, JavaScript, React, TDD, algorithm design, and OOP

The Pennsylvania State University - *BS Chemistry, Physics (minor), 2012*

- In-major GPA: 3.77, courses include Quantum Chemistry and Multivariable Calculus

PORTFOLIO PROJECT Pac-Man (JavaScript, HTML5 Canvas)

[GitHub](#) | [Live](#)

A clone of the popular arcade game Pac-Man

- Renders complex maze using a custom draw function to dynamically generate a series of HTML5 Canvas elements
- Includes custom Audio class to handle sound more precisely than HTML5

SKILLS

JavaScript, React, Flux/Redux, Ruby/Rails, TDD, SQL, Git, AWS, HTML5, CSS3/SASS

PORTFOLIO www.philsalant.com • GITHUB [PSalant726](#) • LINKEDIN <https://linkedin.com/in/psalant>