

Phil Salant

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NY

EXPERIENCE **Software Engineer - Movable Ink**

January 2019 - Present

- Maintain all backend services which support Movable Ink's behavioral marketing features, utilizing Go, JavaScript, SQL, AWS, Ruby on Rails, NSQ, and Scala.
- Collaborate with a team under the agile development philosophy
- Mentor junior engineers and maintain documentation to improve that process

Senior Solutions Engineer, Signals SME - Movable Ink

February 2017 - January 2019

- 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
- 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

Software Engineer - Weil, Gotshall & Manges, LLP

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

- Managed, customized, and debugged the HP eDiscovery platform 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 -- Hewlett-Packard Software

August 2012 - April 2015

- Installed/customized HP's complete eDiscovery platform 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 effects more precisely than HTML5

SKILLS

JavaScript, Golang, Ruby/Rails, Python, SQL, AWS, HTML/CSS, Git/GitHub