Elijah Meshnick
Full Stack Software Engineer

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Skills

Technologies:
- JavaScript, React, HTML, CSS, Node.js, Express.js, Webpack, PostgreSQL, SQL, Redux, Git, GitHub, Socket.io, Puppeteer, Bootstrap, Heroku, Firebase, AWS, Python, Java, Mocha,

Practices:
- Agile Methods, SQL and NoSQL Databases, Continuous Deployment and Integration, Systems Architecture Patterns, RESTful APIs, Object-Oriented Programming, Responsive Design, UI/UX

Experience

The Wheeler School - Computer Science Instructor   **Sep 2021 - Present**
- Designed and taught project-based CS curriculums for High Schoolers
  - Created an AP Computer Science course where students learned fundamentals and explored Web Development with Javascript, HTML, and CSS. Students focused on problem solving and debugging, while learning Node.js to develop on the back end.
  - Instructed Artificial Intelligence course covering Neural Network design in Tensorflow, as well as machine learning algorithms such as logistic regression and random forests.
  - Mentored students in Data Structures and Algorithms. Student practiced optimization in Python using algorithms such as the A* Algorithm, Priority Heaps, Minimax, and more.

Freelance - Robotics and Coding Tutor   **April 2021 - Sep 2021**
- Guided Middle School projects during weekly one-on-one sessions
  - Taught Arduino microcomputers to introduce students to engineering principles.

The Grace Hopper Program - Student   **Oct 2020 - Feb 2021**
- Trained in Full Stack Software Engineering at an intensive bootcamp
  - Joined a cohort of Women and Non-Binary students transitioning into tech careers.
  - Delved into applications with Node, Express, React, and SQL and NoSQL databases.
  - Pair-programmed on workshops to learn Test-Driven Development with Mocha and Chai.
- Learned Agile Production practice and mastered Github workflow
  - Practiced written and verbal communication through the full lifecycle of development.
  - Designed Web Accessibility developer tool based on A11y checklist with web scraping.
  - Implemented mock e-commerce website with PostgreSQL database and Google Oauth.

Recurse Center - Participant   **Jun 2019 - Aug 2019**
- Collaborated on projects in a self-directed community of programers
  - Coded generative art such as interactive animations with Processing and P5.js libraries.
  - Assisted with developing video games in Unity using Blender modeling and C# scripting.
  - Completed program to visualize live coded music in Haskell and SuperCollider.
- Gave and attended technical talks on current projects and technologies
  - Presented high-level demos on creative coding projects to as many as 40 people.

Education

Brown University, Providence, RI   **Graduated May 2020**
- Bachelor of Arts in Modern Culture and Media Production