# Patric Campbell

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# **SKILLS**

Full Stack Web Developer with experience in Ruby, Rails, RSpec, JavaScript, Node.js, Mocha, SQL, MongoDB, React.js, Redux, Jasmine, jQuery, HTML, CSS, and Git.

# **EXPERIENCE**

Systems Analyst – New York University (New York, NY)

March 2016 - May 2017

- Designed and developed multiple responsive websites using Twitter Bootstrap, jQuery, vanilla
  JavaScript, and PHP including a human subjects research consent form generator and registration
  forms for the Cayuse grant management system
- Quantified university research funding by generating reports in Microsoft SQL Server

**Editor** – University of Pittsburgh (Pittsburgh, PA)

September 2015 – January 2016

 Edited, proofread, and laid out Excel spreadsheets, PowerPoint presentations, and Word documents for the Institute of Learning's instructional materials

**Technical Support Specialist** – MicroEdge (New York, NY)

February 2014 – July 2014

 Assisted 2400 clients through phone, email, and remote technical support utilizing three different grant management software products, including one hosted and two installed programs with three different database backends: SQL, Oracle, and Microsoft Access

#### **EDUCATION**

App Academy (September 2017)

1000-hour immersive full-stack web development intensive with <3% acceptance rate emphasizing Rails, SQL, JS, React, TDD, algorithms, pair programming, and best practices

# University of Pittsburgh

BS Biological Sciences (May 2013) BS Information Science (May 2011)

# **PROJECTS**

Glitch (PostgreSQL, Ruby on Rails, React, Redux) <u>Live</u> <u>GitHub</u>

Full Stack real-time chatting application inspired by Slack.

- Integrated websockets with Pusher API for real-time updates of new messages, channels, and direct messages for each subscribed user
- Leveraged ActiveRecord's includes function to prevent N+1 query problems when retrieving user information along with their messages
- Incorporated user interaction best practices for a seamless experience

# Kilobyte (JavaScript)

Live GitHub

Sliding block puzzle browser game inspired by 1024.

Developed using Object Oriented vanilla JavaScript, HTML5, and CSS3