KEVIN MAZE
WEB DEVELOPER

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SUMMARY

Full-stack web developer who has experience with modern web frameworks and hosting environments. Utilizes a natural propensity for problem solving with half a lifetime of experience solving unique problems in the space of the internet to produce work that is extensible and easily consumable by others. Enjoys collaborative thinking, online games, cycling, and teaching.

EMPLOYMENT

TRILOGY EDUCATION – UNIVERSITY OF TORONTO
Instructor/Mentor

Boulder, CO - Turlock, CA (Remote)
June 2019 to Current

Taught and guided a cohort of over 20 students through a full-stack web development bootcamp program utilizing Ruby on Rails and relevant technologies like React, jQuery, RSpec, and Postgresql. Responsibilities include:
- Instruction on a range of topics including implementing CRUD operations, database design, algorithmic thinking and problem solving, data structures, build plan strategies, and git workflow.
- Interpretation and assistance with debugging beginner-level code while finding a balance between learning and time-productivity.
- Maintaining a communication pipeline to ensure students are getting the attention to they need to be successful that includes feedback forms, email newsletters, and ancillary tasks like unlocking content and answering questions.
- Solving issues with web services like AWS, Heroku, Google Maps, and a multitude of other random API services used in student projects.

EDISCOVERY ASSISTANT
Full Stack Web Developer

Boulder, CO
Oct. 2016 to Jan. 2019

Developed and maintained the legal tool eDiscovery Assistant utilizing Ruby on Rails. Responsibilities and accomplishments include:
- Development of data ingestion pipelines with API and web scraping utilities to aid in collection and categorization of traditionally manually curated documents and sets of legal data.
- Ideation and implementation of user experience pipelines to bolster feature exploration and ease the usage of tools and retrieval of information.
- Maintenance and deployment to multiple DigitalOcean environments containing Rails, Postgres, Elasticsearch, Sidekiq, and Redis instances.
- Implementation of Test Driven Development to ensure consistency and quality across the application.
- Construction of mobile-responsive web pages using Twitter Bootstrap and SCSS.
- Development and maintenance of Sidekiq jobs handling email campaigns, PDF versioning and storage on AWS, web scraping, auto-linking within documents, and Elasticsearch tasks.
- Keeping Atlassian JIRA up-to-date with project progress to maintain transparency and deliver effective features with guidance from the product owner.

SPIFFLY.IS
Full Stack Web Developer

Boulder, CO
May 2015 to June 2016

Developed and maintained the online marketplace Spiffly.is and the vast majority of it's technical components:
- Developed server-side Javascript code utilizing the Sails framework (Node.js) with an emphasis on creating flexible code designed for adaptability.
- Developed client-side Javascript code that utilized libraries such as jQuery, Foundation, Backbone, and Aviary for image uploads.
- Design, construction, and upkeep of a Stripe payment, subscription, order tracking, coupon, and payment system.
- Creation and design of an email suite incorporating SendGrid and Mailchimp for general user account email utility as well as marketing outreach emails.
- Upkeep and moderation of a production-level Heroku web hosting environment based around a Postgresql database while utilizing server performance feedback tools like Papertrail and NewRelic.
- Developed web page styles based on nuclear CSS (SCSS) mobile-first convention utilizing the Foundation framework.

EDUCATION

Dev Bootcamp
Web Development 2015

A nineteen week intensive that teaches web development from the ground up. Gained experience with over 1000 hours of coding while gaining experience with Ruby on Rails and a multitude of Javascript resources in a team-oriented setting.

Modesto Junior College
Computer Science 2013

Transfer-ready student with 60 credits.

PROJECTS

ADJECTIVE RPG ENGINE
A gem that gives developers a framework to start from when designing and building role-playing game (JRPG) combat and inventory systems. Allows for the rapid prototyping and implementation of complex battle and loot scenarios while providing a scaffold in which you can place your mechanics and special interactions. Can be used in GameMaker or as a standalone baseline battle and inventory system.

SMOOTH TRANSACTION
Final team project at Dev Bootcamp. Developed an extensive donation application using the Stripe API and an easy to use donation interface augmented with a custom-built analytics suite.

ARAM PRO
A project centered around providing analytics and tools for the All-Random All-Mid game mode in League of Legends. Development has ceased due to the Riot API undergoing massive changes in the past year, but is an interesting codebase nonetheless.

SKILLS

PROGRAMMING & MARKUP LANGUAGES: Javascript, Ruby, CSS3, HTML5, Lua
WEB FRAMEWORKS AND TECHNOLOGIES: Ruby on Rails, jQuery, Node, SCSS, Bootstrap, Backbone, Stripe API, React, Mailchimp & Sendgrid, DigitalOcean, Sidekiq, Infusionsoft, Sails.js, Amazon Web Services, Heroku, Unicorn, Newrelic, Atlassian JIRA, d3.js, Pts.js, Nokogiri
DATABASE TECHNOLOGIES: Postgresql, MongoDB, Elasticsearch, GraphQL