

ROB KORNBLOM

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[PORTFOLIO](#)

[GITHUB](#)

[LINKEDIN](#)

SKILLS

JavaScript, React, Redux, HTML, CSS, Ruby, Ruby on Rails, Mongoose, MongoDB, Node.js, Express.js, SQL, SQLite3, PostgreSQL, jQuery, Webpack, jBuilder, Heroku, Git, Google Maps API

PROJECTS

PLATE-REON (ReactJS, Ruby on Rails, Redux, jBuilder, jQuery, PostgreSQL, HTML5, CSS3)

[live](#) | [github](#)

A clone of patreon.com that allows users to create unique communities for supporters of their endeavors

- Implemented optimized frontend and backend user authentication with Rails session tokens and encrypted passwords with BCrypt, allowing users to create accounts, log in and enjoy minimal load-time and a seamless browsing experience.
- Utilized Redux single-state management, enhancing frontend and backend communication to implement CRUD features, giving users the ability to create unique communities.
- Capitalized on React-Redux architecture, using React Router to create individualized communities based on user input.

MUSE OF WIRE (JavaScript, Node.js, ReactJS, Redux, Mongoose, MongoDB, Express.js)

[live](#) | [github](#)

A hub for artists to share their work via images and videos with several tiers of users

- Implemented user authentication by utilizing the JSON Webtoken library for encrypting a user's information to be sent over HTTP then using Axios and the JWT-Decode library to handle decryption on the frontend.
- Created backend model level validations to check for inclusion of password/email upon login using the Validator.js library.
- Constructed animated modals for images to enhance a user's interaction with media.
- Built full-text search using MongoDB, with the ability to query the database without concern for proper capitalization.

BEAT THE WEATHER (JavaScript, Node.js, HTML5, CSS3, Google Maps API)

[live](#) | [github](#)

An interactive game that puts players' memory, geography knowledge and cartographic intelligence to the test

- Designed a custom game engine using JavaScript (ES6) that integrates the Google Maps API, 7timer Weather API and LocationIQ API to create a dynamic user experience with real-world information.
- Engineered various degrees of gaming difficulty via an accelerating countdown clock through Object Oriented Programming techniques and conditional logic.

EXPERIENCE

Campaign Director & Associate Counsel

New York State Trial Lawyers Association (NYSTLA)

Sept 2017 - Feb 2020

- Spearheaded more efficient system for tracking compliance data, member engagement, and financial information.
- Prepared and maintained weekly, monthly, and yearly financial projections for PAC operations, utilizing a CRM database.
- Organized and filed dozens of lobbying and campaign finance reports per year with csv data under strict deadlines.
- Created application to schedule and track hundreds of interactions between members and legislators.

Supervisor of NYC Campaign Outreach; Voter Empowerment Coordinator; Staff Attorney; Campaign Organizer

New York Public Interest Research Group (NYPIRG)

Jun 2007 - Sept 2017

- Supervised outreach offices with 50+ staff that set new organizational records and generated over \$2.5 million over 4 years.
- Coordinated statewide nonpartisan voter empowerment campaign that registered over 25,000 new voters in fall 2016.
- Trained hundreds of volunteers and staff in communication, leadership skills and professional organizing techniques.

EDUCATION

Web Development - App Academy

Summer 2020

Full-time software engineering course for full-stack web development, with 3% acceptance rate and 1000+ hours of coding.

Juris Doctorate - Brooklyn Law School

Feb 2012

Bachelor of Fine Arts (with Honors) - New York University, Tisch School of the Arts

Jan 2007