

# SOREN PETERSON

Web Developer

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**Summary** Imaginative young web developer who uses purposeful and experimental design patterns when creating software. Skilled in multiple languages. Enjoy's diving into foreign technologies. Believer in learning through teaching and always looking to learn. Positively receptive to feedback with strong communication skills. Good at explaining complex concepts clearly due to deep understanding.

## Education

### Dev Bootcamp - San Francisco, California - 2015

Learned practical software design, including strong foundations in Object Oriented programming and Model View Controller architectures. Learned about agile development and project workflow. Worked almost exclusively either in teams or pairs, and as such I have experience working well with others.

### Great River School (Montessori) - Saint Paul, Minnesota - 2008-2014

Learned invaluable skills, including the importance of community and to care for team mates. Participated in extracurricular robotics, music and theater.

## Skills

- Quick and adaptive learner
- Ruby, on and off the web (Well-versed in Sinatra and Ruby on Rails)
- Javascript, including libraries such as JQuery and Mustache
- Agile development (kanban, standups, quick iteration, etc.)
- Test-Driven Development with common ruby/rails testing frameworks
- Version control best practices (fluent in Git)
- Linux (Bash scripting, Common tools, Research and solve problems, CLI applications)
- HTML and CSS
- iOS development (Natively and using Cordova)
- Robotics (C++ FPGA development, Arduino Micro-Robotics, 3D printing)

## Projects

### Read L8r

[rdl8r.com](https://rdl8r.com)

Read L8r is an application that helps people organize all of their bookmarks. The application is decoupled. The front end is built using JQuery and JQuery UI. The back end was built using Sinatra.

- Created an interactive front end (Drag and Drop, AJAX to dynamically update page)
- Decoupled an application (Developed backend as an API and Front-End interacts and updates but never needs to reload)
- Provided authentication through Google's OAuth (Allow for a more seamless user experience)

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### Keep Your Friends Close

[keepyourfriendsclose.herokuapp.com](https://keepyourfriendsclose.herokuapp.com)

Lead developer in a project that uses multiples API's and geolocation services to organize events and coordinate meeting up. Solved the problem of complicated communication around locating each other. Used open communication and daily to stand up to foster a comfortable working environment. Gave honest and actionable feedback to quickly resolve any issues. Used good git practices to boost productivity, keep a clear record of work and minimize problems when merging code.

- Developd a web application for a mobile experience using a responsive grid system
- Consumed multiple API's to authenticate with and add friends from Facebook, create a photo stream, place users on a map and send text messages to alert users
- Developed a custom real time chatting application using WebSockets

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### Space Image

[spaceimg.otterhive.com](https://spaceimg.otterhive.com)

Designed to help users find images they are interested in, this application matches users based on preferences and shows them content that similar users enjoy. Designed an application that can handle a lot of error situations gracefully.

- Uploaded files using HTML5 and stored them with an API service
- Designed and implemented an algorithm to recommend content to users
- Handled multiple error situations
- Authenticated users with a custom system

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### Horse Attack

[itunes.apple.com/us/app/id921429259](https://itunes.apple.com/us/app/id921429259)

Horse Attack is a fun game designed as an introduction to native iOS development. Original art and music. Built from scratch. 81 units downloaded to date and approximately 5 more per week.

- Developed a dynamic application for multiple devices
- Created custom media assets to make an original piece of work
- Uploaded to the App Store
- Effectively marketed using social media