Karl Konetsky

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SKILLS

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

PROJECTS

console.Log Overflow Live Site | Github

Clone of Stack Overflow hosted on Heroku using Ruby on Rails, React, Redux, Javascript, PostgreSQL

- Used React-Redux forms paired with smooth HTML/CSS styling to allow the user to create a profile, ask a question, and answer questions with minimal loading time.
- Implemented a search bar, which sends a get request to the database and looks for any questions with the matching string in the body or title.
- Ensures that logged-out users are not able to like/post anywhere on the site. The user's session token is compared to the session token on the database for that user to ensure the user on the browser is the current user.
- Likes are built with a polymorphic association in rails and the "karma"(like/dislike ratio) is displayed on the question preview page as well as the question's show page.

Ownprops.match Live Site | Github

A pair-programmer match-making service built using a Mongo-Express-React-Node-Stack

- Constructed custom cards with Photoshop and CSS transitions to simulate dating-app-style flipping and swiping of cards.
- Built the frontend using React-Redux combined with Thunk middleware to send Axios and post/receive data to/from the Mongo database.
- Created an easy-to-read frontend style with CSS styling. Flexed all content so it is readable on any size/resolution screen.

Briscola-500 Live Site | Github

A 1-person and 3-AI interactive version of Italy's favorite card game built using Javascript, JQuery, and Canvas.

- Produced all game logic from scratch, including cards, which card/team wins the hand, prompting of a player's move, when to call a briscola, etc.
- Incorporated AI logic (what-if scenarios for the AI to determine what is the next best move), as well as a low percentage of random throws—to have the AI play as a real opponent would.
- Implemented click events based on mouse location in the window. The card will be thrown based on where the user clicks.

EXPERIENCE

Student, Full-Stack Software Engineering

App Academy, New York, NY, Mar 2020 - Jul 2020

- Solved algorithmic and sorting exercises while optimizing Big O time and space complexity.
- Learned and implemented AI programming concepts in Javascript and Ruby by using poly-tree nodes and linked lists.
- Cultivated the mindset of a programmer--not only learning what the code is doing and how it works, but how to debug, troubleshoot, and learn/implement new technologies.

Underwriter II, E&S Excess Casualty

AXA XL, New York, NY, Feb 2019 - Jan 2020

- Proactively fostered and maintained strong relationships with ~50 brokers located in New England and the Southeast to promote the quality of AXA XL's brand.
- Screened the dozens of daily excess casualty submissions and worked on the opportunities I deemed attractive to write a profitable book of business.
- Communicated our risk appetite to the market--ensuring that our systems were not overburdened with non-opportunities.

Global Associate/Underwriter, Risk Management General Casualty

Starr Companies, Jul 2014 - Feb 2019

- Collaborated with various departments and individuals within my group to accurately quote an account in a timely manner.
- Analyzed and updated complex Salesforce data to know where to concentrate our underwriting efforts (by brokers, geographic area, class of business, line of business).
- Negotiated pricing with reinsurance intermediaries and direct writers, saving Starr on average $5-10k per transaction (around 5-10 transactions a year).

EDUCATION

App Academy - Immersive software development course with a focus on full-stack web development (July 2020)

St. John's University - *BS - Risk Management & Insurance; Minor: International Studies* (May 2014)