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

PROJECTS

console.Log Overflow   Live Site | Github
Clone of Stack Overflow hosted on Heroku using Ruby on Rails, React, Redux, Javascript, PostgresSQL
- 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.
- Deployed canvas to show the cards thrown, the deck, and the face-down cards.
- 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 logic for the computer players (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

Underwriter II, E&S Excess Casualty
AXA XL, New York, NY, Feb 2019 - Jan 2020
- Proactively fostered and maintained strong relationships with around 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.

Underwriter, Risk Management General Casualty
Starr Companies, Jan 2016 - Feb 2019
- Collaborated with various departments and individuals within my group to quote an account in an accurate and timely manner.
- Priced large ($400m+ sales) and complex accounts and maintained a positive underwriting loss ratio.
- Negotiated pricing with reinsurance intermediaries and direct writers, saving Starr on average $5-10k per transaction (around 5-10 transactions a year).

Global Underwriting Associate, Risk Management General Casualty
Starr Companies, Jul 2014 - Jan 2016
- Created a value proposition for a BOP mobile application with other global associates and presented it to senior management.
- Endorsed in-force policies and rectify criticisms received via the state WC bureaus

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)