

VERONIKA PILIPENKO

646-283-6114

veronika.pilipenko@gmail.com

[Portfolio](#)

[LinkedIn](#)

[Github](#)

New York, NY

SKILLS:

JavaScript, React, Redux, HTML, CSS, Ruby, Ruby on Rails, Mongoose, MongoDB, Node.js, Express.js, SQL, SQLite3, PostgreSQL, Webpack, jQuery, Git, Heroku, Webflow, WordPress, SquareSpace, Figma, Canva

PROJECTS:

InAFlash | Ruby, Rails, React.js/Redux.js, PostgreSQL, Webpack, Amazon AWS S3

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

InAFlash, a 500px clone, is an online photo-sharing platform which allows users to create accounts, upload and share photos.

- Built a custom user authentication incorporating BCrypt to allow users to sign in, log in and securely store data
- Incorporated Amazon S3 data storage infrastructure to upload and retrieve files, benefiting from its data scalability and capacity, resulting in improved page-load, and database storage performance
- Designed a search feature that pulls results from PostgreSQL database allowing users to filter by keywords

GreenMarket | MongoDB, Express, React.js, Redux.js, Node, Webpack, Amazon AWS S3, Google Maps API

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

GreenMarket is an online directory that allows users to create accounts, browse, purchase and locate local goods and services.

- Incorporated Reactjs Popups, HTML parser, and text editor modals for CRUD actions with questions, answers, and dropdown bars for better UX/ UI user experience
- Implemented Google Maps API for geocoding user input to efficiently store and map product/services location
- Integrated AWS S3 with MongoDB where uploaded images can be retrieved and displayed on the user's profile
- Collaborated with team-members using Git workflow, Slack and Notion to achieve feature completion in a timely manner, while switching between Git branches working on both frontend and backend

CoffeeHouse Card Catch | Javascript, Webpack, Canvas

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

Coffeehouse Card Catch is an interactive game where players match cards of coffee ingredients with one another

- Leveraged Javascript's asynchronous to create an interactive and responsible game, via DOM manipulation and the user of event handlers and listeners
- Applied CSS keyframe rules to control gradual changes of style properties, producing seamless visual animations

EXPERIENCE:

Training Lead & Customer Experience Associate

Vault Health

July 2020 - October 2020

- Coordinated and implemented an onboarding program for new employees; trained 3+ new hires each week
- Managed and organized ongoing technical training, visual aids and educational material for team-members
- Effectively managed and solved 150+ customer service inquiries daily
- Proficiently worked with technologies such as Slack, Zoom, Kustomer, EMR, Tableau, TalkDesk and Salesforce

Founder, Head Swim Instructor

[Go H2o! Swimming](#)

January 2020 - Present

- Built and managed a clientele of over 50 people; assisting each in their own personal aquatic goals
- Developed and managed all marketing and operational efforts including online ads, email blasts, social media and direct client outreach
- Directed all organizational and client operations in order to maximize productivity and company growth
- Taught swimming to children and adults ranging from months of age to elderly, including competition level

EDUCATION:

Hunter College, City University of New York - BA Psychology/ Sociology, 2013-2019

App Academy - 2021 - Immersive software development course with a focus on fullstack web development, which entailed 1000+ hours of coding and has a <3% acceptance rate.