

SKILLS Ruby on Rails, React, Redux, Javascript, HTML, CSS, SCSS, MongoDB, Express, Node, git, Heroku, Webpack, Babel, Object Oriented Programming (OOP), DS&A, Big O, Graph Theory

PROJECTS

2D Tennis, a tennis game | (JS, HTML, CSS, Canvas)

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

2D Tennis is a video game where players go up against a computer player in a tennis match

- Applied principles of physics to the game's moving objects to produce a ball that travels and bounces predictably and consistently, allowing for user playability
- Engineered an AI opponent with trigonometric functions to path toward incoming balls, select an appropriate shot, and return to a neutral position after swinging.
- Customized collision detection for the ball, the players, the court, the net, and the canvas borders to interact differently with each other.

humpday.com | (React/Redux, Rails 5)

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

humpday, a monday clone, is a project management tool for users to assign tasks to users and set statuses and due dates.

- Designed a backend route to seamlessly create 7 associated dependent models upon user registration.
- Constructed a modal that conditionally renders a partial for 2 different model create forms to ensure DRY code.
- Leveraged GitHub's Actions feature to incorporate a continuous integration / continuous development (CI/CD) pipeline.

whatsGood | (React/Redux, MongoDB, Express, Node)

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

whatsGood is a full-stack, single-page web app for users to create lists of books and follow other users or lists

- Led team of 3 engineers, using git feature branch workflow to minimize potential merge conflicts.
- Managed project through use of Trello KanBan board to improve team efficiency and deploy a MVP in 4 days.
- Utilized the MUI library to save approximately 12.5% of gross time budget and allocate this time from styling to implementing additional functionality.
- Employed React hooks with Lodash debouncing and Google Books API to create an autocomplete search bar that updates with user input

EXPERIENCE

Senior Auditor

Marks Paneth LLP

Feb 2018 - Nov 2021

- Spearheaded audit engagements while overseeing teams of 2 - 3 associates / interns and communicating project status updates to managers, directors, and partners.
- Ensured timely release of audit deliverables to end users with 100% success rate to remain in compliance with regulations and maintain good relations with clients.
- Monitored changes to professional practices and standards to keep relevant skills, knowledge, and expertise (SKE) in a continually changing industry.

Associate Auditor

Perelson Weiner LLP

Sep 2016 - Feb 2018

- Passed all 4 parts of the CPA exam in first attempts during the first year of employment.
- Collaborated directly with the CEO and a partner to analyze the Firm's performance and detect areas for growth & improvement.

EDUCATION

CUNY Baruch - BS Accounting, 2013-2016. GPA 3.50 / 4.00

AppAcademy - Rigorous 16 week program with 80-100 hour weeks and < 3% acceptance rate