AARON JANOVITCH

Software Engineer

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SUMMARY

Software engineer with a conviction for overcoming challenges and making a difference. With a background in working on fully remote teams, I bring strong collaboration skills to any team.

SKILLS

PROGRAMMING LANGUAGES

HTML

CSS - Less, Sass

Javascript

Python

FRAMEWORKS, LIBRARIES, TOOLS

Node.is React.is

Redux React-testing-library

Jest

SQLite3 PostgreSQL - Relational database

Express Knex

WebSocket-Node p5.js

Git

GENERAL

Object Oriented Programming

Pair Programming AGILE Development

RESTful APIs

Algorithms

Data Structures

EMPLOYMENT

November 2020 - Present

SOFTWARE ENGINEER INTERN

REMOTE ROOFING - Remote

- Set up a machine learning model using Google's AutoML Vision API to detect roof conditions from a dataset of satellite roof images
- Wrote a script that returns 10,000+ real addresses from a particular city for testing the machine learning model
- Implemented Facebook pixel on the company's site to aggregate analytics on users' interactions and personalize ads to each user

PROJECTS

TECH SORTING HAT · Live Site · GitHub Repo

Front and Back End Developer

Questionnaire application for suggesting possible technology fields a user might find interesting.

React · Redux · Express + Knex · NodeJS + Postgres · Jest · Cypress · Tailwind.css · AWS Amplify

- Followed an agile product cycle, working with other developers and UX designers to meet the stakeholders' criteria
- Designed and implemented the back end with GitHub actions
- Implemented unit testing

GUESSWHO · Live Site · GitHub Repo

React Developer

Game that presents the player with a tweet and three possible 2020 presidential candidates who might've sent that tweet; the player is to match the person with their tweet.

React · Javascript · Vercel

- Interacted with the twitter API, using our back end CRUD operations
- Applied the reducer pattern and the Context API to manage the global state and optimize the performance of the components

CONWAY'S GAME OF LIFE · Live Site · GitHub Repo

Front End Developer

Cellular automaton resembling the processes of life from bacterial growth to the interactions at the bases of our life: protons, neutrons, and electrons.

Javascript · p5.is

- Utilized p5 native functions: setup, draw, and several event listeners to populate a two-dimensional array with cells and animate according to the algorithm
- Employed classes to keep track of each cell's state and age

EDUCATION

October 2019 - August 2020

FULL STACK WEB DEVELOPMENT

LAMBDA SCHOOL - Remote

Nine-month computer science and software engineering technical school that bases progress on mastery of the material. Worked on individual and collaborative projects to build a myriad of web applications.

August 2017 - June 2019

ASSOCIATE OF COMPUTER SCIENCE

LOS ANGELES PIERCE COLLEGE

Took C++ and object-oriented programming classes.