Aatef Baransy

Cupertino, CA   408-832-3185   baransymusic@gmail.com   abaransy.com   LinkedIn   Github

SKILLS

Consistently elegant, readable, and bug free code, JavaScript, React, Redux, C++, Ruby, Python, HTML, CSS, Slim, Rails, PostgreSQL, AWS (Chime, Transcribe, Lambda), Git, Heroku, Jest, RSpec, Node.js, Express.js, Webpack, data plotting & visualization using the React Recharts library, strong understanding of algorithms and data structures

EXPERIENCE

Full Time Junior Software Engineer
Prevail Legal | November 2020 - December 2020

- Added JavaScript and Ruby code to accurately store, persist, and display users' **local time zones** throughout the entire application, including email invitations regularly sent out to **clients in different regions**.
- Designed and implemented a highly interactive and user-friendly **price calculator** that generates a detailed side-by-side breakdown of the cost of the company's remote depositions and the cost of in-person alternatives.

Full Time Software Engineer | promoted after one month
Prevail Legal | December 2020 - current

- Re-engineered and **simplified** the underlying structure of two views using a **CSS grid** and added **JavaScript** to allow for **seamless drag and drop** as well as r**esizing functionality** for various panels.
- Dramatically improved the company's **audio stream** handling service, **reducing its memory allocation by more than 2000%**, added JavaScript to **handle buffer overflow,** and wired in a **bandpass filter** to reduce noise, effectively eliminating unwanted transcriptions of random background noises.
- Limited the amount of data loaded into the user's browser by implementing a JavaScript controller that **dynamically and automatically fetches and loads new information** as needed, and simultaneously trims stale data from the **DOM**. This reduced the amount of built up **HTML** from about **4000 elements over 4 hours to only 100 at any given moment.**
- Used **OOP, websockets** and the **Observer Pattern** to design and implement a **modular and robust** full stack (NodeJS server) transcription service from scratch. The service handled everything from capturing the users audio to downsampling, PCM encoding, sending it to AWS, and then parsing the data and displaying it for the user.

FUN PROJECTS

Balls and Boxes | *(JavaScript, CSS, HTML)*   Live | GitHub

- Utilized the **PlainDraggable** JavaScript library to allow for seamless interaction with the 3 red balls.
- Coded a **custom level generator** that dynamically generates a potentially **infinite** quantity of **unique** new puzzles and adds difficulty with each successive win.
- Implemented a **swapping algorithm** that uses **CSS transform**, **setTimeout** , and the geometry of a circle to elegantly animate the motion of the balls.

In-Memory File System | *(C++)*   GitHub

- Implemented a **trie** based file system efficiently where look-up and creation for both directory and file runs in **linear time**.
- Designed the system such that one method, createNode, can handle creating both a directory and a file.

EDUCATION

University of California, Davis - *BA, 2017*
San Francisco Conservatory of Music - *Private Study, 2020*

Awards

1st Prize - *SFCM Biennial Art Song Composition Competition 2019*
2nd Prize - *SFCM Biennial Choral Composition Competition 2018*
3rd Prize - *SFCM Biennial Choral Composition Competition 2020*
Undergraduate Citation for Outstanding Performance - *University of California, Davis 2017*