Aatef Baransy

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SKILLS

Consistently elegant, readable, and bug free code, JavaScript, React, Redux, C++, Ruby, Python, HTML, CSS, Slim, Rails, PostgreSQL, AWS (Amazon Chime, and AWS Transcribe), 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 | October 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. This reduced the amount of built up html from about **4000 elements over 4 hours to only 100 at any given moment.**

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*