Andrew Vitovitch

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Profile

Aspiring technomancer turned Fullstack engineer with almost 3 years of experience in the legal tech field. I love making interactive experiences, from games, to gadgets, and even web development. I'm currently learning **Unity** for an interactive art experience (Melt) and have recently started contributing to **Phlex**, an open source Rails gem.

Skills

JavaScript, TypeScript, Svelte, Phlex, Stimulus, Turbo, HTML, CSS, Ruby, Ruby on Rails, SQL, SQLite3, PostgreSQL, Git, Heroku, Three.js, Canvas, P5, Unity Engine

Experience

Software Engineer | **Prevail Legal** | May 2022 - Present

Hired as a Jr Fullstack Dev straight out of bootcamp. Over the next 2.5 years I developed my skills, learned **Stimulus** and **Turbo**, and was promoted to Fullstack Software Developer. At a fast paced start-up it has been sink or swim and I'm glad to say I've been swimming with the best of them. I'm now looking to take my skills to the next level and see what I can achieve.

Major Projects

Transcription Editor
　Refined original Editor consolidating data structures and removing 66% of rendered elements, significantly improving performance
　Designed and implemented a performance focused transcription editor (Editor v2) leveraging **Typescript** and **Svelte** (handled 5,000,000 utterances with no perceivable lag)
　Extended the CSS Custom Highlights API and leveraged native Ranges to implement custom Find and Replace

Prevail API + Client API integration
　Sole engineer that designed from scratch a customer facing API that allowed access to all meaningful platform resources.

Session Review v2
　Completely overhauled existing layout to be more user friendly and accessible
　Added user based Clip creation via **FFMPEG** and broadcasted the clips and their state dynamically via **Turbo/Stimulus**
　Integrated the Briefcase feature to give users read-only access to presented exhibits from the session

Transcript Exporting
　Created a transcript exporting service to generate transcripts in both PDF and txt
　Leveraged **Prawn** to generate PDF templates specific to state and federal requirements

Marketing Revamp
　Developed a component library and condensed our site style guide to make future updates fast and easy
　Completed project ahead of schedule by 4 working days

App Academy Bootcamp | October 2021 - January 2022
　Immersive 1,000 hour software development course with focus on full stack web development. There I learned coding fundamentals and how to create pixel perfect web apps with a focus on user experience.

Major Projects

Down and Dandy
　Javascript point and click adventure game. Built in **Three.JS** and modeled assets in **Blender**

Pictophone
　MERN stack app that combines the joy of Pictionary with the zany shenanigans of Telephone.

Fullstack
　Clone of the messaging app Discord. **React** app with a **Rails** backend and a **Postgres** database. Leverages **Action Cable** to enable realtime chat.

Education

App Academy | Spring 2022 | New York, NY
Immersive 1,000 hour software development course with focus on full stack web development

State University of New York at Fredonia | Winter 2017 | Fredonia, NY
BA of Theater Arts, BS of Exercise Science