

Andrew Vitovitch

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New York, NY

[Portfolio](#)

[LinkedIn](#)

[GitHub](#)

Intro

Fullstack engineer with over 2.5 years of experience working in the legal tech field. I love making interactive experiences. Anything from games to web development. I'm currently learning game development with **Unity** 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 | May 2022 - Present

Prevail Legal

- 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)
 - Utilized custom elements and **OOP** principles to create a responsive editing ecosystem
 - How did we use highlights? Intersection observer?
- Prevail API + Client API integration*
 - Designed and implemented the company API, allowing clients to request sessions, fetch transcriptions, and receive recordings of their sessions on platform
- Session Review v2*
 - Complete overhaul of existing layout
 - Added Clip creation via **FFMPEG** and broadcasted the clips and their state dynamically via **Turbo/Stimulus**
 - Refined search/replace and highlighting algorithms, removing 80% of lag, leveraging CSS::highlight
- 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