

# Rachael Passov

📧 | 🌐 | 🐦 @whowantsthenews | 🚗 aviatrice | ✉ jobs@rachael.io | ☎ 440 799 0642

Front-end web developer / designer.

🌐 rachael.io | 📍 Cleveland Heights, OH

## Objective

I'm a front-end web developer with a passion for UI and UX design. I like to stay on the cutting edge of web technology and to design and create cool things. I'm looking to join a team of fun, like-minded people and work on challenging and engaging projects to increase both the breadth and depth of my skill set.



## Skills

|                 |   |
|-----------------|---|
| Web Development | 📄 HTML5   📄 CSS3   🍷 Sass   📄 Less   📄 JS (ES2015)   📄 NodeJS   🐍 Python              |
| Design          | Responsive Design   UX Design   Workflows   Wireframes   Mockups   Rapid Prototyping  |
| Frameworks      | ⚛ React   ⚡ Angular   🍷 Django   Flask   Express   🖱 Compass                          |
| Libraries       | 👉 jQuery   📄 jQuery UI   📄 Bootstrap   📄 lodash                                       |
| Build Tools     | Webpack   🍷 Gulp   🍷 Grunt   <i>If it's not hot reloading, you're doing it wrong.</i> |
| Containers      | 🐳 Docker   Vagrant   VirtualBox   |
| Dev Environment | 🐧 Linux   🍏 Unix   📌 Git   📄 Sublime Text   🖱 Vim   📄 📄 📄 📄 📄 📄                       |
| Other           | 🐘 SQL   📌 NoSQL   Elasticsearch   >_ Bash4   🌐 DigitalOcean   🏠 Agile                 |

## Experience

2013 – Present

### Vertical Knowledge

#### Web Application Developer

- Began as one of the first two members of the brand new web apps department.
- Initially worked in a fast-paced rapid prototyping environment with limited managerial direction. Researched and implemented new technologies for every project we started.
- Built complex UIs using JavaScript, HTML5 and CSS3. Wrote a few of my own jQuery plugins and extended some existing ones.
- Converted a large existing code base (~20,000 lines of Python, JS, HTML, and CSS) to use modern technologies such as Sass and Gulp/Grunt. The Sass for this particular project was completely themeable and controlled from a central, well-documented variables file. Site components were modular and themeable to be any color in the theme's palette simply by adding a class name.
- Used my experience in Human-Computer Interaction Design to take lead in developing a UI / UX design workflow for new projects and feature sets.
- Eventually designed and iteratively developed several large web applications. Used frameworks such as React, Angular and Flask; all applications had fully automated builds and deployments and were developed using a git feature branch / pull request workflow.
- Took lead on designing, implementing and maintaining the CSS / Sass structure of every project.
- Wrote a CSS & Sass styleguide / rulebook for the web apps department.
- Became comfortable debugging Javascript performance issues using the developer console and Javascript profiler (Chrome, Chrome Canary).
- Part of a small team with constantly evolving Agile methodologies that we iterate on during retrospectives every few weeks. The workflow of our department was eventually used as a model for other departments within the company.


Fall 2011

**Cornell University Department of Information Science**  
Teaching Assistant, INFO 3450 Human-Computer Interaction Design

- Acted as project assistant to 5 project groups for the duration of the semester, ensuring they fulfilled project requirements and stayed on schedule.
- Graded exams and projects.
- Facilitated communication between students and the professor, doing things like explaining grades and screening questions.

Spring 2011

**Cornell University Department of Information Science**  
Research Assistant, Professor Dan Cosely

- Worked with a research team on Goalometer, a study of how people motivate themselves to accomplish their goals.
- Designed Goalboard, an application that encouraged people to achieve their goals and could be used as a collaborative tool. (Goalboard was a design experiment and was never implemented.)
- Gave interviews during the early phases of the design process in order to isolate a small number of concrete goal types that all goals could fit into. Used these goal types to inform our design process.
- Personally conducted a lot of user testing, both live (using mockups) and by designing online surveys.
-  Proof that I existed (Project Blurb at Relmagination Lab)

Summer 2009

**Parker Hannifin Gas Turbine Fuel Systems Division**  
IT / Web Programming Intern

- Developed a web front-end for a MySQL database and maintained existing code for database access and lab machines.
- Automated some routine inventory tasks that were causing hours of manual labor every week.
- Designed and implemented a social and news website for the department, including staff blogs and a forum for collaboration.

## Education

2008-2012

**Cornell University**  
Bachelor of Arts (BA), Information Science

Spent 2 years as a CS major and engineer and 2 years as an IS major and student of arts and sciences.

The IS major at Cornell has a lot of breadth. I focused mostly on Human-Computer Interaction Design, and also took courses in things like databases and web apps.

## Notable Courses

**INFO 3300 Data-Driven Web Apps**

Created a Facebook application that found mutual Steam multiplayer games, or suggested new ones based on each player's Steam recommendations.

**CS 5150 Software Engineering**

Part of a team that created dual mobile and web applications to serve as a UI for GPS data from the local city busses. Primarily handled design and QC.

**INFO 4400 Advanced Human-Computer Interaction Design**

Designed and compared several physical control schemes that used the Microsoft Kinect for non-Kinect games.

**INFO 3450 Human-Computer Interaction Design**

Designed the interface for a tablet device that would help musicians store and practice their music.