

Rachael Passov

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Web application developer / designer.

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Objective

I'm a front-end web developer with a passion for UI and UX design. I like to stay current on modern web technologies 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

The Basics	📄 HTML5 📄 CSS3 🍷 Sass 📄 Less 📄 JS (ES2015) 🐍 Python
Design	Responsive Design UX Design Workflows Wireframes Mockups Rapid Prototyping
Frameworks	⚛ React 📄 Angular 🍷 Django Flask Express 📄 Compass
Libraries, etc	📄 jQuery 📄 jQuery UI 📄 Bootstrap 📄 Lodash Redux
Build Tools	Webpack 🍷 Gulp 🍷 Grunt <i>If it's not hot reloading, you're doing it wrong.</i>
Containers	🐳 Docker Vagrant VirtualBox
Databases	📄 SQL 📄 NoSQL Elasticsearch
Dev Environment	🐧 Linux 🍏 Unix 🍷 Git 📄 Sublime Text 🍷 Vim 📄 VS Code 📄 Atom
Other	📄 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 ReImagination 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.