Patrick Weaver

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EXPERIENCE:

BookNook
Remote
Senior Software Engineer & Tech Lead   **Jan 2021 – Present**
- Worked as a full stack engineer, contributing to a React client, component library and Node.js API and utilizing a Postgres database with real time sync with Firestore for an online learning platform.
- Beginning in September 2022 took on a Tech Lead role and led a scrum team in collaboratively making and documenting technical decisions, efficiently planning and scoping work, and effectively working with other teams to define clear and thorough specs for projects.
- In individual contributor work, focused on privacy and security of student data and PII, codebase modernization, reporting features and transitioning to TypeScript.
- Led implementation of various security updates including extensive authentication and authorization updates, remediating vulnerabilities discovered through an external pentest, and engineering lead on SOC 2 audit.
- Led development of reporting features that increased focus on privacy and designing systems that made it easy for future work to protect student data and PII.
- Supported hiring and onboarding, helping grow the engineering team from 4 to 25 people, including conducting technical and behavioral interviews, mentoring, and creating onboarding materials.

Mouse
New York, NY
Software Engineer, Learning Design   **Jul 2018 – Jul 2020**
- Built and contributed to full stack and frontend web applications including:
    - Vue.js frontend for Mouse Create, a learning management and curriculum hosting platform.
    - React frontend for Mouse Open Projects, an alternate curriculum platform developed and released in response to schools operating remotely.
    - Ruby on Rails analytics platform that compiled user and school based metrics, and adhered to strict privacy guidelines required by COPPA compliance.
    - Various standalone apps that paired with curriculum teaching topics like encryption that allowed students to try out various levels of encryption, game design, and chatbot design.
- Containerized apps for deployment with Docker. Managed Linux servers and cloud deployments.

Learning Design Manager   **Jul 2015 – Jun 2018**
- <u>Jan 2017 – Jun 2018</u>: *Software Development and Technical Curriculum Development*
    - Wrote and edited curriculum for teaching coding, electronics, web literacy, and design.
- <u>Jul 2015 – Dec 2016</u>: *Program Management and Technical Curriculum Development*
    - Supervised a team working with 300 schools. Supported hiring and onboarding.

Learning Network Coordinator   **Sep 2014 – Jul 2015**
- Trained students and teachers across the Mouse network of 300 schools on coding, technology, and STEM curriculum.

HIVE NYC/PASE
New York, NY
Webmaker Trainer   **Jan 2014 – Jun 2014, Jan 2015 – Jun 2015**

- Worked with after school program sites to create websites using Mozilla Webmaker Tools and trained site staff in teaching coding curriculum.

Freelance Web Development   **2020, 2013 – 2016**

Phone Booth Press
Cofounder   **2010 – 2015**
- Ran a small press and published books and print sets.

NOTABLE WEB PROJECTS:

Record Player   record-player.glitch.me
- A computer vision enabled app that combines the Google and Spotify APIs to identify albums from a photo of an album cover. "New App Is Basically Shazam for Album Covers" - Pitchfork

SKILLS:

Language: Bilingual in English and Spanish
Technology:
- <u>Current:</u> JavaScript, Node.js, React, Typescript, CSS, HTML, Git, SQL, Postgresql, SQLite, Linux/Unix
- <u>Past:</u> Vue, Ruby on Rails, Python, Django, Docker, MySQL
- <u>Learning:</u> Go, Swift, Nix

EDUCATION:

Recurse Center
New York, NY (Remote)
Participant   **Fall 2020**
- Participated in a 12 week batch with the goal of advancing and broadening my programming skills.
- Focused on building a real-time map of the NYC subway system as well as various smaller projects.

University of California, Santa Cruz
Santa Cruz, CA
Bachelor of Arts Degree   **2008**
- Double Major: Language Studies (Linguistics) and Modern Literature