

CHANDRA GALBIATI

Software Engineer

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PROJECTS

SpellBook myspellbook.org

Oct 2015 - Pres

Interactive story-driven computer science education

- Designed a visual programming language inspired by Scratch to teach programming logic to children
- Implemented a heavily customized game engine on top of Crafty for players to run commands on a game board
- Interfaced with a Mongo database to save and track user progress

When I Was Your Age wheniwasyourage.herokuapp.com

Mar - Apr 2016

The Dad-est app ever

- Built a back end to scrape, rate and save events on Wikipedia, handling thousands of requests per year scraped
- Wrote custom Postgres queries to get top ranked events in a range of years and specific years
- Used React to build UI to see events along a lifetime using a slider

SketchPad.js (in progress) github.com/cgalbiati/game-engine

Mar 2016 - Pres

2-D Game Engine for HTML5 Canvas

- Used Redux to implement a functional approach to state management
- Wrote custom render-er to draw items on board when updated

Fractals (in progress) cgalbiati.github.io/fractals/

Apr 2016 - Pres

Algorithmic image generation

- Designed and implemented algorithms to draw L-systems and Diffusion Limited Aggregations
- Used HTML5Canvas and WebGL to render drawings

OTHER EXPERIENCE

Participant The Recurse Center

Feb - Apr 2016

Self-directed educational retreat for programmers who want to improve their craft

- Collaborated with engineers on a variety of projects and lectures
- Built a computer starting from NAND gates using hardware simulation (including ALU, CPU and assembler)
- Led workshops including finite automata and computational geometry algorithms focussing on convex hull

Science Teacher Talented and Gifted School for Young Scholars

2012 - 2015

Certification: Science Teacher (Biology) grades 7-12

- Created and implemented curricula for Regents Biology, Regents Earth Science, and 7th grade General Science
- Taught, tracked, and analyzed performance of 100 students per year on 25 standards
- Nominated to feature in a video of exemplary discussion facilitation partnering with the The Danielson Group

Biology Research Lab Assistant Wesleyan University

2008 - 2012

- Prepared and analyzed chemical and biological samples for developmental biology lab
- Revised and digitized lab protocols to correct errors, add new methods, and make instructions more clear
- Led new assistant trainings

EDUCATION

Fullstack Academy New York, NY

Oct 2015

- Studied software engineering full-time in 13-week program focused on the JavaScript MEAN stack
- Designed and implemented multiple independent and collaborative projects using Agile methodologies

Relay GSE Master's in Teaching, Grades 7-12, Biology, New York, NY

Jul 2014

- Data-driven, skills-oriented Master's Degree, aimed at developing teachers who engage, track, and impact students of all levels and backgrounds

Wesleyan University Bachelor of Arts, Middletown, CT

May 2012

- Major: English, GPA: 3.9, Dean's list: 2011, 2012, Phi Beta Kappa

SKILLS

JavaScript

Nodejs

Angular

React

Redux

MongoDB

PostgreSQL

MySQL

CSS3

HTML5

Sass

Gulp

Webpack

JQuery

Python

Django

WebGL

C++

Express

Bootstrap

Sequelize

Lodash

Testing

Heroku

Websockets

Vagrant

INTERESTS

🧗 Rock Climbing

📷 Photography

🎵 Dancing

🍳 Cooking