

Simon DeBevoise

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Technical Skills

Python, Flask, Ruby, Rails, TypeScript, React, Redux, Node.js, SQL, NoSQL, Kafka, Git, Webpack, SPAs

Experience

Software Engineer | Bloomberg LP | July 2020 - present

- Chaos engineer on Bloomberg's new Resilience Engineering team. Resilience Engineering exists to build useful "chaos engineering" tools that enable our team's customers (all Bloomberg engineers) to easily test the resilience of their systems.

Tech Lead | The Giving Grape | March 2020 - June 2020

- Led a team of four volunteer software engineers to build out a platform to help connect families affected by COVID-19 with donors.
- Oversaw Git workflow with frequent code reviews and implemented security protocols to ensure the site was secure and ready for our June launch.
- Architected Ruby on Rails API with token-based authentication and ensured backend data compliance with the site's legal requirements.

Assistant Server | The NoMad Restaurant | September 2018 - August 2019

- Managed a section of 40+ diners per evening at high volume, Michelin-starred restaurant and coordinated with the kitchen and server team to guarantee stunning service with an emphasis on hospitality.

Projects

Tilda | Ruby on Rails, React / Redux, JavaScript, AWS S3, HTML5, CSS3, Webpack

[live site](#) | [github](#)

Fully functional and near pixel-perfect clone of Spotify, a popular music streaming app.

- Achieved continuous audio playback by avoiding disruptive re-renders as users navigate the site.
- Structured a flexible and robust backend with AWS S3 storage and 'Likeable' polymorphic associations that connect listeners to their favorite songs, playlists, albums, and artists.
- Developed an organized frontend using RESTful APIs and Redux to request and organize the variety of music data needed to play audio, curate search results, and display listener playlists.

Splat | Team lead | MongoDB, Express.js, React / Redux, Node.js, Tone.js, JavaScript, Webpack

[live site](#) | [github](#)

Intuitive audio sampler and sequencer with sonic themes and user controls.

- Designed app structure and functionality and supervised a team of four engineers working across the MERN stack to build out this project, from design to production, in one week.
- Ensured light-weight and consistent audio playback using Tone.js to weed out time inaccuracy, preload audio elements, and enable adjustable tempo and swing.
- Oversaw Git workflow and guaranteed code consistency in the frontend and backend with frequent code reviews.

Spellcaster | JavaScript, HTML5, CSS3, Webpack

[live site](#) | [github](#)

Interactive text canvas where users 'cast' spells by typing.

- Implemented a Grid class to organize cell elements and delegate rendering to Spells, which parse player input into dozens of different styles and visual effects and inject dynamic HTML into the grid with DOM manipulation.
- Constructed three different input modes that route keystrokes to subfeatures including TypeTest, a 60-second typing speed race, and Snakecaster, a zany version of snake.

Education

App Academy | September 2019 - January 2020 | New York, NY

Intensive software development course with focus on full stack web development and programming best-practices.

Bard College | 2014 - 2018 | Annandale-on-Hudson, NY

BA in Anthropology and Music with 3.93 GPA. Highlights include Data Structures in Java, Linear Algebra, and Electronics.

Senior project: [Musical Infrastructures and Techniques of Survival in Dakar](#).