

# ELON ROV

SOFTWARE ENGINEER

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**SKILLS** **React, Redux, JavaScript, Ruby, Rails, SQL, PostgreSQL, AWS, MongoDB, Express.js, Node.js, RSpec, Heroku, Git, HTML, CSS, Adobe Photoshop**

## PROJECTS

**Large** | *a pixel-perfect clone of the story sharing site 'Medium'*

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

**[Ruby on Rails, React/Redux, AWS, and CSS]**

- Implemented both back- and front-end user authentication, including client-side validations on custom React modal to prevent excessive AJAX requests and BCrypt-ed password storage on the backend.
- Leveraged Redux data architecture with React components to display stories on home page, user profile, & edit form, attaching other relevant data points based on user location, i.e. author name, responses, and AWS-stored images.
- Achieved sleek, compelling interface using CSS grid manipulation, flexboxes, and sticky scroll displays.

**Dinder** | *a group decision making app that answers: where should we get dinner tonight?*

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

**[MongoDb, Express, React, and Node.js]**

- Spearheaded team of four engineers through end-to-end design process, including execution and evaluation; delegated responsibilities, prioritized MVPs, and managed group Git workflow.
- Utilized custom Express route with Axios request to Yelp API to retrieve dynamic restaurant data based on user input.
- Incorporated Nodemailer.js module to send tailored emails configured with custom mail options that include unique session link, user verification code, attachments, and styling.

**Gottacelli Botticelli** | *an art-history inspired game based on the painting "Primavera" by Botticelli*

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

**[JavaScript, HTML, Canvas, and CSS]**

- Executed collision logic, aural user feedback, live 'health' bar, and high score counter using Object-Oriented design
- Achieved realistic flight and movement using key event handlers, dynamic image sourcing, and JavaScript's requestAnimationFrame API.
- Layered multiple canvas and other HTML elements to achieve cohesion between static and dynamic components, i.e. to update player score in the HTML inner text from within the game logic.

## EXPERIENCE

**TodayTix** | Accounts Associate

April 2018 - Nov 2019

- Worked with producers to list and market regional theatrical productions for sale on mobile ticketing application.
- Collaborated with the engineering team to identify and improve pain points on internal product platforms.
- Trained new hires on all workflows, including show-building on a custom internal platform, invoicing, creating seating charts, and designing listing assets on Photoshop.
- Supported all people operations, including recruitment, onboarding, retention, and development.

**Avodah** | Program and Community Engagement Assistant

Jan 2017 - May 2019

- Provided educational, logistical, and financial support to ensure smooth running of young adult service corps program.
- Managed the recruitment, onboarding, and orientation of 25 annual program participants.

**The Natan Fund** | Operations Associate

Aug 2015 - Oct 2016

- Responsible for administration, events, data tracking, vendor relations, invoice processing, and operational systems.
- Lead for the construction of a new online Customer Relationships Management system.

## EDUCATION

University of California, Berkeley - *BS Psychology and American Studies, 2010-2014*

App Academy - 1000-hour immersive full-stack web development intensive with a less than 3% acceptance rate, 2020

## MISCELLANEOUS

*Co-founder of artisan Judaica shop "Shmutz + Bolts"*

*Enthusiastic but ultimately under-talented charcoal figure artist*

*Best whistler I've ever met*