

Hayden Linder

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GitHub: github.com/haydenlinder

Portfolio: haydenlinder.com

LANGUAGES AND TECHNOLOGIES

- **Proficient:** Ruby on Rails, Node.js, JavaScript, React, React Native, HTML5, CSS, SCSS, SQL, MongoDB, Python
- **Exposure:** AWS, THREE.js, jQuery, Rspec, Mocha, Jest, Heroku, DNS, TCP, SSL, PHP, Git, Google Cloud, WCAG

PROFESSIONAL EXPERIENCE

Freelance | Full-Stack Engineer | San Francisco, CA

4/2020 - Present

- Works with clients to achieve their web technology goals.

Canon Business Process Services & The Millennium Group @ Facebook | SR-III | Menlo Park, CA

2/2017 - 12/2019

- Updated and organized client-specific web page frontend, reducing time spent on FAQ-related tickets.
- Designed and automated ticket lifecycle and data collection, enabling reporting, strategic resource distribution, and increased ticket-handling capacity.
- Collaborated with Engineers to create a queueing tool and integrate with data collection framework.
- Authored Standard Operating Procedure, setting previously undocumented expectations, leading to a reduction in errors.
- Trained the entire staff by creating video walkthroughs and slide decks on complicated topics.

Mathnasium, Studio 531, & The Tutoring Spot | Math Tutor | Sunnyvale, CA & Waldorf,

8/2014 - 3/2017

- Created lesson plans, tests, and homework assignments for subjects ranging from arithmetic to precalculus.
- Helped a student study for a college placement test, landing them in calculus.
- Lectured and provided homework assistance in group and one-on-one settings.
- Checked student grades daily and followed-up with students after tests to ensure desired results.

PROJECT WORK

Abocabo | Full-Stack Engineer | [live](#)

2020

A map-based web app that allows users to add sales to markets and find cheap sales near a search area.

- Configured SSL, DNS, dedicated IP, and secure backchannel proxy in order to integrate with Google Maps and Facebook Login SDKs.
- Architected and built a Ruby on Rails backend that implements user auth with email confirmation, stores food and sales, and queries that serve JSON data about the most recent unique combinations of food_id and place_id for all nearby markets.
- Designed, built, and styled a responsive frontend user interface from scratch with React and SCSS, utilizing CSS grid and media queries to provide an excellent user experience on any device.

Particles | Frontend Engineer | [live](#)

2020

An interactive orbital physics simulator where users can change properties like gravity and density.

- Used Three.js to add shapes, lighting effects, orbit controls, and to perform vector calculations.
- Used Vanilla JavaScript, DOM, and CSS to create a loading page and responsive controls layout from scratch that allows users to play, pause, set initial conditions, and change properties in real time.
- OOP abstracts Particle, Universe, and View classes, making code readable and reusable.

EDUCATION

Software Engineering, App Academy

2019 - 2020

Mathematics, De Anza College

2011 - 2014

LEADERSHIP + AWARDS

Employee of the Month, Canon Business Process Services

2019