Seth Hamlin

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Projects

Village Bicycle   **Live | GitHub**
Peer-to-peer bike renting app inspired by Spinlister and AirBnB
- Built on a Ruby on Rails API with a Backbone.js front-end
- Implements bikes search using ActiveRecord to generate custom SQL queries
- Allows users to log in/sign up with Twitter via OmniAuth
- Leverages the Google Maps JavaScript API to display a map with listings in given area.

ActiveRecordLite   **GitHub**
Custom built ORM for Ruby replicating ActiveRecord's functionality
- Applies metaprogramming functionality
- Queries a SQLite3 database with custom SQL queries based on user input

Everybody Conga Line   **Live | GitHub**
Browser game written in JavaScript and JQuery based on the classic Snake game
- Dynamically raises in game difficulty based on user's score
- Styles snake's head so it is distinct from body

Skills

Ruby, Javascript, HTML, CSS, Ruby on Rails, Backbone.js, jQuery, SQL, RSpec, git, PHP, XML, Java, Adobe Creative Cloud, Arduino, Filemaker Pro

Experience

Alliance of Resident Theatres/New York   **2013 - 2014**
Programs Coordinator   New York, NY
- Designed and built web projects including launching user-submitted event calendar.
- Created and implemented Social Media strategy, raising Twitter and Facebook followings by 26% and 22% respectively.

Lena Latin Grill   **2013**
Web Development Consultant   New York, NY
- Modernized Flash-based website, teaching myself jQuery to mirror flash animations

Studio Sofield   **2011 - 2013**
Studio Coordinator   New York, NY
- Implemented custom database solutions for largest retail projects, which streamlined the purchase approval/order process and communications with clients.

Education

App Academy, New York   **2015**
Full Stack Web Development Bootcamp, acceptance < 5%

New York University   **2007 - 2011**
Bachelor of Fine Arts in Drama - GPA 3.5
Minor in Web Programming and Applications - GPA 4.0
Coursework includes: Web Development and Programming, Database Design and Web Implementation, Computers in Principle and Practice, Physical Computing

www.helloimseth.com   www.github.com/helloimseth   www.linkedin.com/in/sethhamlin