

Ian Grubb

916-281-8216 | hi@iangrubb.com | iangrubb.com | github.com/iangrubb | medium.com/@ian_grubb

Full stack developer with a passion for clean code, clear explanations, and creative problem solving. Loves working with abstract systems to make testable products with real-world impact. Always curious about new languages and frameworks, but most comfortable with React on the front end and Ruby or Elixir on the back end.

TECHNICAL PROJECTS

Word Maze [Github](#)

A real-time multiplayer game inspired by Scrabble and old-school dungeon crawlers

- Managed game state in an Elixir GenServer process and communicated game updates to clients through Phoenix Channels.
- Rendered updates of the game view server-side using Phoenix LiveView.
- Implemented a matchmaking system by integrating Phoenix routes with a dedicated GenServer process to connect users.

Natural [Github](#)

A virtual tutor for teaching philosophy students how to construct natural deduction proofs

- Designed data structures needed to represent formal sentences and proofs.
- Used a Redux store to manage complex state changes during the construction of proofs.
- Used the Styled Components library to write dynamic CSS that improves the user interface.
- Deployed a PostgreSQL database to store user-submitted arguments and tracked user progress.

Space Bar [Github](#)

An interactive map that lets users scroll to explore space and learn about planets and constellations

- Adapted a graph-making tool to efficiently record constellation shapes, which were then displayed in a React component.
- Designed a mini-map React component that tracks scroll location and displays major landmarks.

Pokemon Fallout [Github](#)

A game where players breed and raise pokemon in a post-apocalyptic future

- Gathered game data by calling the Pokemon API and web scraping with Nokogiri.
- Designed an algorithm to determine pokemon types and statistics based on ancestry.

TECHNICAL SKILLS

Ruby, Rails, SQL, HTML, CSS, JavaScript, React, Redux, GraphQL, Elixir, Phoenix

EMPLOYMENT HISTORY

Flatiron School, New York, NY

Software Engineering Coach, *November 2019 - Present*

- Mentored approximately eighty students as they learned Ruby, Rails, JavaScript, and React.
- Gave lectures on object oriented Ruby, CSS, algorithms, React, and Styled Components.
- Advised on projects by encouraging students to brainstorm, write user stories, find useful libraries and APIs, plan their time, and write clean code that scales.

New York University, New York, NY

Adjunct Professor, *September 2018 - May 2019*

- Taught courses on introductory philosophy and empirical moral psychology to a total of fifty undergraduates.
- Worked independently to choose course topics, design reading lists, and write assignments.

New York University, New York, NY

Graduate Student Instructor, *September 2012 - May 2018*

- Taught courses on formal logic, introductory philosophy, history of philosophy, and epistemology.
- Worked with lead instructors to design grading rubrics, assess student progress, and plan course content.

EDUCATION

Flatiron School - New York, NY - 2019

Full Stack Web Development, focused on Ruby, Rails, JavaScript, and React

New York University - New York, NY - 2010-2018

PhD, Philosophy

University of California, Berkeley - Berkeley, CA - 2006-2010

BA, Philosophy