

# Ian Grubb

916-281-8216 | [hi@iangrubb.com](mailto:hi@iangrubb.com) | [github.com/iangrubb](https://github.com/iangrubb) | [medium.com/@ian\\_grubb](https://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 backend.

## 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 writing 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