

Isaac Seessel

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[Linkedin](#) | [GitHub](#)

Skills

Ruby JavaScript React.js HTML5 Git Webpack AWS
Ruby on Rails jQuery Redux SQL CSS3 RSpec npm

Recent Projects

Poll Paradise (Fall 2017)

[Live](#) [GitHub](#)

A full-stack app inspired by Poll Everywhere, built with Rails and React/Flux.

- Leverages websockets and the Pusher API to render live-updating poll-response.
- Uses the functionality of JavaScript's window.localStorage to ensure integrity of data, disallowing for individuals to respond multiple times.
- Intelligent group-dropdown menus that, through the redux store, remember which groups were previously clicked on, for a responsive, and simple UX.

Tetris (Fall 2017)

[GitHub](#)

Object-Oriented browser-game using HTML5 and Javascript.

Chess (Fall 2017)

[GitHub](#)

Object-Oriented, terminal chess-game using Ruby.

- Uses Slideable and Steppable modules for Dry and Extensible Code; allowing for a standardized, easy to read approach to calculating each pieces possible moves.
- Strong object oriented design and separation of concerns allows for clean and simple, 4 and 2 line, implementation of check and checkmate, respectively.

Education

App Academy (Fall 2017)

- Immersive 1000 hour software development bootcamp with 3% acceptance rate; topics include: TDD, scalability, algorithms, OOP, coding style, REST, security, single-page apps, and web development best practices.

BA Oberlin College (Spring 2016)

- Major: Sociology and Gender Studies.
- GPA: 3.85, John F. Oberlin Scholarship.
- Relevant Coursework: Discrete Mathematics A+, Calculus II A.

Experience

Legal Intern (Winter 2016)

- Discovered key underlying patterns of abuse for appeals-court lawyer, after filing through thousands of pages of Administration for Child Services (ACS) records
- Uncovered crucial court precedent, after searching through hundreds of supreme court, and city court opinions; case ended up settling for over 2 million dollars.