

(425) 408-2153 pavlov.ivo@gmail.com ANGELLIST PORTFOLIO GITHUB LINKEDIN

React, Redux, GraphQL, Apollo, Ruby, Rails, Javascript, Docker, NodeJS, Express, MongoDB, HTML, CSS, SQL, Git

PROJECTS

Picto-gram (Ruby / Rails, PostgreSQL, ReactJS, AWS, Docker)

live | github

An Instagram clone; users can upload, view, and comment on uploaded pictures

- Used model level validations to require complete input from user on account creation along with useful error rendering
- Applied custom routes and user authentication on both backend and frontend to prevent unauthorized access to protected routes and site features
- Simulated a demonstration user login using an asynchronous JavaScript function
- Utilized RESTful API endpoints and AJAX requests for user generated content
- Integrated AWS S3 buckets for object storage service to allow users to upload and view images on each post

zBay (React, NodeJS, MongoDB, Express, GraphQL, Apollo)

live | github

A combination of eBay and Zillow; users are able to create auctions and bid on luxury homes

- Incorporated a GraphQL API endpoint with a React UI to query and create auction listings and accounts from the frontend
- Leveraged Cloudinary for image hosting and display via axios request
- Attained dynamic and specialized search results by taking advantage of Apollo cache
- Brought in Mapbox API to detail applicable search results based on location data entered during auction creation

Yipp (MongoDB, Express, React / Redux, NodeJS)

live | github

A Yelp-inspired app for dog-owners to leave reviews and ratings on user's dogs based on social interactions

- Initiated a backend framework with Express server and MongoDB database for information and image storage
- Showcased images in a carousel with a JavaScript library, utilizing Redux actions to call images to the frontend
- Created a seamless browsing experience with Redux while users browse the site

Jonkey Song (JavaScript, Canvas, HTML, CSS)

live | github

A JavaScript implementation of the arcade classic Donkey Kong

- Achieved a smooth gaming experience drawing sprites to HTML Canvas utilizing frame animation
- Created a light-weight game engine using object-oriented programming to achieve physics and collision detection
- Paired event listeners for an intuitive control system

EXPERIENCE

Production Associate II

Blue Heron Biotech May 2011 - May 2019

- Improved gene synthesis production process efficiency and reduced human error through data-parsing scripts, and VBA macros in Excel, maintained oligo synthesis and liquid handling robots
- Worked various roles as part of a team throughout the entire production, and quality control, process and trained new employees to produce one mega-base of customized DNA per month

Teaching Assistant & Tutor

Washington State University

Jan 2008 - Jul 2010

- Tutored students in chemistry, biology, physics, and maths
- Lead multiple classes of 20-25 students on introductory general chemistry for STEM majors

EDUCATION

Web Development - App Academy, 1500+ hour curriculum with < 3% acceptance | Spring 2019 **BS Molecular Genetics and Cell Biotechnology -** Washington State University | 2006 - 2010