# JULIAN CADENAS

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## PROJECTS

**Ack!**   (Rails, React / Redux, WebSockets, PostgreSQL, HTML / CSS)                                                            ack-app.com
- Full-stack single page web app inspired by Slack complete with user authentication, teams, channels and live messaging.
- Built custom secure user authentication leveraging BCrypt for password hashing & live messaging through web sockets via Pusher.
- Utilized Redux to manage app state and modal display, resulting in simplistic rendering of DRY reusable modals throughout the app.
- Created reusable React components improving code maintainability and scalability.

**The Simpsons | by the numbers**   (D3, Rails, React / Redux, PostgreSQL, HTML / CSS)                          thesimpsonsbtn.com
- Data visualization app allowing users to explore the series and their favorite characters via 26 seasons of data.
- Utilized D3 to build data visualizations within the DOM.  Leveraged React / Redux to simplify D3 visualization updates & rendering.
- Developed reusable scripts to clean data and seed a PostgreSQL database through Rails' Active Record.

## SKILLS

| JAVASCRIPT | RUBY | RAILS | D3 | REACT | REDUX |
|---|---|---|---|---|---|
| SQL | JQUERY | FLUX | GIT | HTML / CSS | AWS |

- Experienced in Agile software development, Scrum framework and Kanban. Learning Swift & iOS. Studied Objective-C.
- Proficient in Google Analytics, Mixpanel, Apptimize, Adobe's Reports & Analytics, Tealium, Tableau, Microsoft Suite and statistics.

## EXPERIENCE

**App Academy** | New York, NY                                                                                          July '17 – September '17
**Teaching Assistant, Instructional Staff**
- Attended the 12-week bootcamp as a student and after week 8 was offered a role to teach.
- Provided daily code reviews, debugging support and architectural guidance to over 50 developers.
- Lectured on promoting applications to production and provided lecture support with live coding demonstrations.

**Shutterstock, Inc.** | New York, NY                                                                                         June '16 – May '17
**Associate Product Manager,  Product**
- Managed a team of 6 developers in Agile software development. Built analytics roadmap for 8 e-commerce products.
- Created easily attained product analytics allowing for feature conversations driven by data and nimble marketing campaigns.

**Flipagram, Inc.** | Los Angeles, CA                                                                                  November '14 – June '16
**Sr. Product Growth Analyst,  Product**
- Headed analytics at Flipagram, managing implementation, reporting and product insight. Partnered with Product and Executive staff to ideate new features and make data driven decisions focusing on conversion funnel, growth loop optimizations and user retention.
- Spearheaded Flipagram's AB testing initiative covering tech evaluation, implementation and iteration.  Integrated AB testing into release cycles as standard practice in order to understand KPI impact and adoption of new features.

**The Walt Disney Company** | Burbank, CA                                                                      September '13 – November '14
**Product Management Associate,  Studio Technology**
- Supported product owner through managing user stories in Agile product development, cutting down sprint planning time by 20%.

**Business Intelligence & Analytics Associate,  Studio Technology**
- Supported analytics lead in implementation of tracking tools during the development of a streaming app on iOS and web.
- Created automated reporting and completed ad hoc analysis on converting customers from physical to digital consumers.

## EDUCATION

**Northwestern University,** Robert McCormick School of Engineering and Applied Science | Evanston, IL                    June '13
  B.S. in Industrial Engineering and Management Science  --  Major GPA:  3.6/4.0
  Minor in Computer Science  --  Minor GPA:  3.9/4.0

**App Academy,** Software Engineering | New York, NY                                                                               July '17
  1000-hour software engineering bootcamp with a 3% acceptance rate.