John Hinrichs
Software Developer

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EDUCATION

B.S. in Mathematics, University of Illinois, Urbana-Champaign, 2006 **GPA:** 3.92/4.00

SKILLS

Back-end: Ruby, Rails, Sinatra, PostgreSQL, Heroku
Front-end: JavaScript, JQuery, Backbone, AJAX, HTML5, CSS3, Sass
Testing/ Other: RSpec, Capybara, Jasmine / Git, Pivotal Tracker

EXPERIENCE

General Assembly Web Development Immersive
January 2014 – April 2014, New York, NY
- 12-week, full-time, full-stack web development course
- Emphasized TDD, Agile development, and pair programming through Ruby, Rails, and JavaScript

Projects:

Conway's Game of Life Simulator (individual project) (www.conways-life.herokuapp.com)
- Used JavaScript, JQuery, and Jasmine to code the math-based, cellular automaton
- Game detects oscillations and still-life objects

Scattergories (group project) (www.scattergories.herokuapp.com)
- Two-player, pass-and-play version of the board game Scattergories
- Group project which utilized Redis, GitHub, Pivotal Tracker, and Scrum

DanceShare (individual project) (www.danceshare.herokuapp.com)
- Built in Rails, DanceShare allows modern dance audiences to write reviews of dance concerts
- Creates an ongoing archive of dance company performances

My Dance Master Mind (www.mydancemastermind.com)
2012-2013, New York, NY – Founder
- Explored the craft and practice of the modern dance industry with leading dance experts in NYC
- Produced ~175 educational videos, each 2-3 minutes in length

Merce Cunningham Dance Company
2007-2012, New York, NY – Professional Dancer
- Company member for a two-year, 45-city World Legacy Tour
- Worked personally with Merce Cunningham to help create his final dance, *Nearly Ninety*
- Taught professional-level classes and educational outreach workshops

OTHER

Hobbies: Running/Fitness, Cooking, Meditation