JOSH JACOBY
SOFTWARE ENGINEER

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EXPERIENCE

SOFTWARE ENGINEER: Exabeam (San Mateo, CA), August 2018 – Present

- Develop new user-facing features using Backbone.js and Marionette.js
- Design and implement APIs to request and display data to the user
- Build reusable components and front-end libraries for future use
- Translate designs and wireframes into high quality code while adhering to UI/UX design and coding best practices
- Optimize components across the various browsers ensuring for quality and accuracy
- Singlehandedly pushing for modernization of Front-End technologies by making POCs to add Linting to the build process as well as migrating from Require to Webpack with the ultimate goal of implementing React

DEVELOPMENT INTERN: PayClub (Encino, CA), July 2017 – September 2017

- Developed a mobile application for a fin-tech startup using React
- Responsible for implementing designs into screens for the app, focusing intently on User Experience using fundamentals of Interaction Design
- Collaborated with other team members to create new and innovative ideas to enhance the existing product

INSTRUCTOR: iD Tech Camps (Irvine, CA), June 2016 - August 2016

- Worked with eight students per class, teaching topics within STEM fields
- Taught Mobile Game Design for iPhone and Android, using my own experience with course curriculum to teach the importance of quality game design
- By the end of each week-long session, students were able to use the skills they learned to create their own project

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SKILLS

LANGUAGES: JavaScript, HTML, CSS, SCSS, Java , Python

TOOLS: GitHub, JIRA, Vim, AWS (EC2, S3), Unity

TECHNOLOGIES: Bacbone, Marionette, Underscore, jQuery, NodeJS, MongDB, Mongoose, Linux (Ubuntu), Bootstrap, React, Webpack, Git

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PROJECTS

AI/MACHINE LEARNING: *WALT*, September 2017 – March 2018

- Six-month project working with a sponsor to design, build and test an iOS app with a chat style interface that asks questions and poses job interview like scenarios for users to practice their soft skills
- App collected data and fed into a Python decision tree algorithm in order to guide users to the correct way of answering questions
- Worked on the Front-End team, building the interface, storyboarding, creating scenarios and writing personas

MOBILE GAME: *Look Out!*, August 2016

- Using Unity2D/C#, designed and programmed everything individually with the help of free-to-use sound and art from online
- Tested game with friends and family to determine what required troubleshooting and debugging
- Received over 4000 downloads with an average of 5 stars on iOS and 4.9 on Android

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EDUCATION

B.S. SOFTWARE ENGINEERING: University of California, Irvine