# Mark Passando

Software Engineer

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Github

## PROJECTS

**Clonebnb** - An Airbnb-inspired SPA built with Rails and React/Redux          Live | Github

- Hashed and salted passwords using BCrypt to create custom backend user authentication.
- Dynamically filter search results on backend based on user search criteria and Google Map bounds.
- Remotely store image uploads to AWS S3 cloud, providing scalable data storage.
- Create reusable SASS and DRY React components, improving code maintainability.

**Runaway -** A game inspired by Super Mario          Live | Github

- Built game with OOD principles using HTML5 canvas and vanilla JS.
- Designed and manipulated game objects with gravity based physics.

**ezDOM  -** A JavaScript DOM interaction library          Github

- Lightweight library which enables easy DOM selection and manipulation.

## EXPERIENCE

**Independence Care System,  New York, NY**          May 2015 - August 2016
*Web Developer Consultant*

- Launched an on-premise Sharepoint 2013 intranet, utilizing Sharepoint's REST API.
- Used Google Analytics results determine popular and unpopular features to focus development efforts based on audience behavior, tailoring UI and UX.

**eMagid, New York, NY**          October 2014 - January 2015
*Web Developer Intern*

- Collaborated on a proprietary PHP MVC framework to develop front end features.
- Translated Photoshop mockups into pixel perfect, responsive, semantic HTML and CSS.

## SKILLS

JavaScript, React, Redux, jQuery, Ruby, Rails, SQL, Sharepoint 2013, PHP, Wordpress, HTML5, CSS3, Git, Photoshop

## EDUCATION

**App Academy, New York**          July 2017

Rigorous 1000-hour full stack software development course with < 3% acceptance rate.

**John Jay College of Criminal Justice, New York**          May 2013

*Bachelor of Science: Security Management*