

Martine Ehrlich

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[Github](#)



[LinkedIn](#)

PROJECTS

IndieVanGoGo (*Ruby on Rails, Backbone.js*)

[Github](#) · [Live](#)

A crowdfunding site for artists to post their artwork and gain support for their projects

- Single-page structure facilitates quick page navigation
- App dynamically searches and filters multiple collections
- Features infinite scroll for several collections and composite view templates using Kaminari gem
- Populates database by pulling information and image files from a third-party API (Cloudinary)

Snake (*JavaScript, jQuery*)

[Github](#) · [Live](#)

Browser version of the classic mobile game Snake

- Dynamically updates game score and difficulty
- Implements jQuery to add and remove classes to HTML elements to change styling

Chess (*Ruby*)

[Github](#)

Terminal version of chess

- Utilizes multiple levels of class inheritance and object oriented design best practices to keep code DRY
- AI dynamically calculates moves based on a recursive algorithm looking to put opponent in checkmate or check
- Cursor shows the possible moves of a piece upon piece selection

SKILLS

Ruby, JavaScript, Ruby on Rails, HTML/CSS, Backbone.js, jQuery, SQL, RSpec

EDUCATION

App Academy

2015

Immersive Full stack web development training program

- Acceptance rate < 5%

University of California, Los Angeles

2010-2014

- Bachelor of Arts in Psychology (GPA: 3.74, Cum Laude); Phi Beta Kappa Honor Society
- Relevant Coursework: Multivariate Calculus, Organic Chemistry, Psychological Statistics

WORK EXPERIENCE

ThinkSmart, San Francisco, CA

2015

Contractor

- Created a 150 page user manual for an enterprise SAAS digital signature application
- Tested three customer web applications for proper integration of company application
- Updated and corrected customer HTML files

Spotflag, Los Angeles, CA

2015

Marketing Intern

- Contacted multiple on-campus groups of size 100+ to test a new phone application and collected their feedback on user experience.