

Martine Ehrlich

[Github](#)[LinkedIn](#)[Portfolio](#)

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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 highscore
- 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 calculates moves based on a recursive algorithm looking to put opponent in 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, JIRA

EDUCATION

App Academy

2015

Immersive Full stack web development training program

- Acceptance rate < 5%
- Built over 25 mini-projects including clones of Reddit and Trello with an emphasis on quality code, paired programming, and design patterns

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

Contractor, ThinkSmart, San Francisco, CA

2015

- Created a 150 page user manual for an enterprise SAAS digital signature application
- Troubleshooted customer web applications and software setup for three major clients
- Built static HTML webpages to meet customer specifications, all pages still being used today

Marketing Intern, Spotflag, Los Angeles, CA

2012

- Conducted market research for new iOS application. Interviewed 200+ people in 2 months
- Analyzed and reported data to team resulting in new business features