

MICAH JAFFE

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[LinkedIn](#)

[Github](#)

[Portfolio](#)

SKILLS

JavaScript, React.js, Redux, Ruby on Rails, Ruby, SQL, Git, HTML5, CSS3, Python

EDUCATION

University of Pennsylvania, School of Engineering (May 2017)

B.S.E. in Systems Engineering | Minor in Mathematics | Summa Cum Laude | 3.89/4.00 GPA

App Academy (Oct 2018)

#1 ranked immersive 1000-hour full-stack software engineering course (<3% acceptance rate)

PROJECTS

Caesarnote

[Live Site](#) | [Github](#)

A cryptographic cloud-based note-taking app (React, Ruby on Rails, PostgreSQL, Quill.js)

- Developed modular and extensible React components and Redux state, reducing implementation time of add-on features such as Search and Trash Bin by 80%.
- Designed custom algorithm for ciphering rich-text HTML5 strings using regular expressions and modular arithmetic, enabling performant and scalable keystone feature.
- Integrated Quill.js library for rich-text editing and media uploads with customized toolbar styling, leading to seamless user experience across 18 different text markup options.

TravelX

[Live Site](#) | [Github](#)

An all-in-one attraction planning travel app (MongoDB, Express, React, Node, Material UI)

- Designed original UI/UX for search results page by combining aesthetic Material UI components with custom CSS3, resulting in polished and functional core app view.
- Integrated Google Places API to retrieve attraction data from RESTful backend routes, leading to dynamic and varied schedule content (ratings, reviews, photos) to captivate user attention.
- Collaborated with 3 engineers to design, build, and polish Single-Page Application, using Agile workflow and Git to streamline communication and efficiently divide labor.

Maze Runner

[Live Site](#) | [Github](#)

A maze-solving browser game that pits human against algorithm (JavaScript, HTML5, CSS3)

- Engineered custom 3D first-person engine using raycasting, improving game speed and playability by >50% compared to heavy external 3D libraries.
- Implemented AI players using customized step-wise versions of DFS, BFS, and A* graph search algorithms, leading to a challenging and competitive user experience.
- Leveraged knowledge of Object-Oriented Programming to design polymorphic player classes, resulting in ~70% fewer lines of code with no loss in functionality.

EXPERIENCE

Technical Data Analyst

SmileDirectClub, Aug 2017 - Aug 2018

- Built \$3.2B company's marketing data analytics infrastructure (71 data models) using SQL and dbt.
- Automated repetitive SQL tasks with Jinja2 macros saving 10% of analyst development time.
- Designed 42 dashboards in LookML streamlining smarter allocation of >\$100M marketing budget, resulting in estimated cost savings of >\$10M.