

OREN SHOHAM

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EXPERIENCE

Contractor/Lead Developer, *Montage Videos, Inc.* *September 2016 - present*

Montage is a web service that allows users to create collaborative video gifts for their loved ones.

- Set up an automated video processing workflow using Celery and AWS EC2.
- Built a React frontend for creating, managing, and compiling video montages.

Front-End Developer, *Uplevel Security*

April 2016 - June 2016

Uplevel Security is an early-stage startup creating graph-based cybersecurity threat analysis software.

- Designed and implemented network data visualizations in D3.js and React.
- Assisted other developers with React/Redux best practices.
- Set up front-end testing infrastructure and wrote several suites of integration tests.

Participant, *Recurse Center*

January 2016 - March 2016

The Recurse Center (formerly Hacker School) is a free, self-directed, educational retreat for people who want to get better at programming.

- Learned WebGL and basics of 3D graphics programming.
- Built a browser-based music visualizer using the Web Audio API, Canvas, and SoundCloud's public API.
- Explored data visualization and geographic mapping with D3.
- Built a web app that sends and receives text as high-frequency audio using the Web Audio API and React.

Full-Stack Developer, *DecisionDesk*

July 2014 - December 2015

DecisionDesk is an educational technology SaaS startup creating applicant management software for higher education institutions.

- Built single-page web apps for applying to schools, reviewing applications, and managing the admissions process, using Ember.js and subsequently React.
- Built a RESTful JSON API for managing school application data using Rails and PostgreSQL.
- Maintained a legacy product built with Django, Backbone, and MongoDB.
- Gained familiarity with testing tools (RSpec, pytest) and TDD, devops tools (Chef, Vagrant), and AWS infrastructure (S3, EC2, IAM).

Neuroscience Researcher, *Oberlin College Neuroscience Department*

February 2013 - May 2014

- Worked in Prof. Michael Loose's research lab studying decision making in two-choice gambling tasks using EEG data and mathematical modeling.
- Analyzed behavioral data using an artificial neural network written in Java.

TECHNICAL SKILLS

Languages:

- **Most Familiar:** JavaScript, Python, C++, Ruby, HTML/CSS
- **Have Used for Fun or School:** C, Java, Scheme, C#, Bash, L^AT_EX

Frameworks/Libraries: P5.js, openFrameworks, Rails, Django, React, Ember.js, D3, WebGL, Web Audio API

Databases: PostgreSQL, MongoDB

Hardware: Arduino, Raspberry Pi

EDUCATION

The School for Poetic Computation

June 2016 - August 2016

Oberlin College

September 2010 - May 2014

B.A. in Computer Science

GPA — Overall: 3.7/ Computer Science: 3.75

AWARDS AND HONORS

Nu Rho Psi: National Honor Society in Neuroscience, Oberlin College