

Hayden Schiff

Software developer

hayden@schiff.io

513-508-6431

www.schiff.io

 [haydenschiff](https://www.linkedin.com/in/haydenschiff)

 [oxguy3](https://github.com/oxguy3)

Experience

Pharmacy Technician at Walgreens

Mar 2022 — present

Previous titles: Customer Service Associate (Mar–Apr 2022), Pharmacy Customer Associate (Apr–Nov 2022)

Software Developer at DataRole

Jun 2015 — Dec 2017

Previous titles: Software Developer Intern (Jun–Aug 2015)

- Designed automated system for importing external datasets of varying formats
- Set up and managed the company's cloud infrastructure on AWS
- Built the company's main website with Symfony/PHP
- Worked with business development team to create DataRole Pro web app

Web Developer Intern at Ellanet

Summer 2013 and 2014

- Maintained and added features to WordPress and PHP-based websites
- Developed new apps for Android

Education

University of Cincinnati

Spring 2018 — Spring 2020

Studied Computer Science and Journalism until leaving due to the COVID-19 pandemic

Activities: Vice president, website developer, and livestream manager of [Cyber@UC](#) (cybersecurity student group)

University of Rochester (N.Y.)

Fall 2014 — Spring 2015

Studied Computer Science for a year before accepting an offer at DataRole

Activities: Member of RocHack (computer science organization)

The Seven Hills School

2000 — 2014

PreK through 12 school in Cincinnati

Technical skills

Languages: PHP, Python, JavaScript, Java, Sass, CSS, HTML

Tools: Linux/Unix, Bash, Symfony, Bootstrap, MySQL, Postgres, Apache, Git, AWS

Projects

For more projects, please see schiff.io/projects or linkedin.com/in/haydenschiff.

SportsArchive

May 2021 — present

A website I created to archive old documents and headshots related to professional sports. I planned out and designed the website, then coded it from scratch using Symfony and PHP. I also gathered and organized all the content on the site. (sportsarchive.net)

Winston's World

Nov — Dec 2019

A 2D platformer browser-based video game built for the Foundations of Digital Media course at UC. As the only coder on a team of four, I did all the programming, building the game from the ground up in JavaScript using the Phaser engine. I also wrote a comprehensive wiki for my teammates to help them contribute to the game. (haydenschiff.itch.io/winstons-world)

CoeBot

2014 — 2017

An open-source auto-moderation chatbot for the livestreaming website Twitch.tv, used in over 4,000 channels at its peak. Using PHP, I built the bot's website, which allows the bot's configuration to be easily viewed and edited. (coebot.tv)

Volunteer experience

Editor, photographer, and writer on Wikipedia

2009 — present

Responsible for over 400,000 edits across all Wikimedia sites, including 25,000 edits on Wikipedia. Wrote "[Game of Change](#)," which was featured on Wikipedia's homepage in June 2020, and assessed as a "Good Article." I shot photos used over 500 times on various Wikipedia articles. (en.wikipedia.org/wiki/User:IagoQnsi)