

# Hayden Schiff

Software developer

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

## Experience

**Software Developer at DataRole** *Cincinnati, Ohio*

**June 2015 — December 2017**

- 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** *Cincinnati, Ohio*

**Summer 2013 and 2014**

- Contributed to WordPress and PHP-based websites
- Developed new apps for Android

## Education

**University of Cincinnati** *Cincinnati, Ohio*

**Spring 2018 — Spring 2020**

Studied Computer Science and Journalism

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

**University of Rochester** *Rochester, N.Y.*

**Fall 2014 — Spring 2015**

Studied Computer Science for a year before accepting offer at DataRole

**Activities:** Member of RocHack (computer science organization)

**The Seven Hills School** *Cincinnati, Ohio*

**2000 — 2014**

PreK through 12 school

## Technical skills

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

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

**Software:** Photoshop, Illustrator, Lightroom, GIMP, Inkscape, Microsoft Office

## Projects

For more projects, please see [linkedin.com/in/haydenschiff](https://www.linkedin.com/in/haydenschiff) or [schiff.io/projects](https://schiff.io/projects).

### 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](https://sportsarchive.net))

### Winston's World

November — December 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](https://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](https://coebot.tv))

## Volunteer experience

### Editor, photographer, and writer on Wikipedia

2009 — present

Responsible for over 300,000 edits across all Wikimedia sites, including 20,000 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 400 times on various Wikipedia articles. ([en.wikipedia.org/wiki/User:IagoQnsi](https://en.wikipedia.org/wiki/User:IagoQnsi))