

Paul Partridge

Software Engineer

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SKILLS

Front-End: HTML, CSS, JavaScript, React, Vue

Back-End: Express, Node.js, Python, Django

Databases: MongoDB, Mongoose, SQL, PostgreSQL

Version Control: Git, Bitbucket, Github

Tools: JIRA, GraphQL, Jest, RESTful routing,

Chrome Developer Tools, Heroku, Atlas, OAuth

Languages: Natively fluent in English and French,
Intermediate in Italian and Russian

WORK HISTORY

Motor City Wash Works, Front-End Software Engineer

May 2021 — Present

- Built out the front-end in Vue from scratch for the company's entirely new proprietary app
- Worked closely with the back-end team to implement new APIs, plan out needed functionalities, and design new components
- Improved platform reliability by fixing bugs and writing extensive test units in Jest

Peapod Digital Labs, Front-End Software Engineer Co-Op

January 2021 — May 2021

- Developed front-end software solutions for the PRISM platform, a fast-growing e-commerce application that provides omnichannel support to brands such as Stop & Shop, Martin's, and Giant Foods
- Migrated cart checkout components from modals to pages to improve user navigation and SEO
- Converted Vue components to Tailwind framework to reduce CSS file size and help scalability
- Transferred reusable components into a design system library to help other developers operate faster within consistent styles and patterns across platforms to focus on creating a better user experience
- Communicated goals and progress with the scrum team to allow for a smooth, Agile operation
- Improved platform reliability by fixing bugs and writing extensive test units in Jest

Imagine Documentaries, Office Production Assistant

September 2019 — October 2020

- Streamlined processes to organize and track expenses of multiple productions
- Designed, coded, and implemented an HTML signature for mail app on desktop and mobile for all employees

McGee Media, Researcher

August 2018 — September 2019

- Investigated and discovered new storylines for the hit PBS TV show *Finding Your Roots* using extensive online research skills for 10+ high-profile guests in collaboration with production team
- Conducted contextual research using rigorous problem-solving to contribute details to scripts and ensure historical accuracy

PERSONAL PROGRAMMING PROJECTS

- **BugTracker Web Application:** github.com/partridgep/bugtracker

Built a Django Python responsive web app for teams to track bugs in their code, utilizing a PostgreSQL database and photo upload via AWS S3.

- **Robot Culture Web Application:** github.com/partridgep/robot-culture

Built a React responsive web app to access a MongoDB database of robots from pop-culture, with CRUD features for signed-in users and admins.

- **Quarantine Movie Release Schedule Web Application:** github.com/partridgep/partridgep.github.io

Built a Front-End responsive web app that displays a timeline of all movie releases affected by the pandemic using HTML, CSS, JavaScript and jQuery and utilizing data from two movie database APIs.

EDUCATION

General Assembly, Software Engineering Immersive Remote

October 2020

A 6-month immersive program focused on everything from programming fundamentals to launching full-stack web apps and applying industry best practices in a collaborative environment.

Wesleyan University, CT, Bachelor of Arts, Film Studies

May 2018

Graduated Phi Beta Kappa