

Paul Partridge

Software Engineer

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SKILLS

Front-End: HTML, CSS, JavaScript, React.js, Vue.js
Back-End: Express, Node.js, Python, Django
Databases: MongoDB, Mongoose, SQL, PostgreSQL
Frameworks: jQuery, Tailwind, Materialize, Bootstrap
Version Control: Git, Bitbucket, Github

Tools: Jira, APIs, node, GraphQL, Jest, AJAX, RESTful routing, Chrome Developer Tools, Heroku, Atlas, OAuth, JWTs (JSON Web Tokens)
Languages: Natively fluent in English and French, Intermediate in Italian and Russian

WORK HISTORY

Peapod Digital Labs, Front-End Software Engineer Co-Op January 2021—Present

- Developing 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
- Exploring new features to improve user navigation
- Transferring 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
- Communicating goals and progress with the scrum team to allow for a smooth, agile operation
- Improving 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
- Corresponded with outside researchers, translators, scholars and/or archivists in English, French, and Italian

PERSONAL PROGRAMMING PROJECTS

- **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.
- **Ice Cream Selection Web Application:** github.com/partridgep/ice-cream-project
Built a CRUD Node.js responsive web app that lets you pick and compare your ice cream based on flavor and/or brand, using a MongoDB database of ice creams.
- **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.
- **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. Topics also taught included problem solving with code while applying industry best practices in a collaborative environment.

Wesleyan University, CT, Bachelor of Arts, Film Studies
Graduated Phi Beta Kappa

May 2018