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#### OBJECTIVE:

To obtain a position as a web developer using front-end and back-end languages to write reusable, quality modules and features to increase business value and improve the user experience.

**SKILLS:** HTML, CSS, SCSS, Ruby on Rails 3.x and 4, jQuery, HAML, HTML Frameworks such as Bootstrap, Modernizr, familiarity with PHP and MVC PHP frameworks such as Symfony, MySQL, Apache, Nginx, Ubuntu/Linux distros, git, familiarity with agile development, project management tools such as Pivotal Tracker or Asana, Technical Support, Proficiency in learning new software quickly, Oral Communication skills

**RELEVANT KNOWLEDGE:** server setup, browser nuances, user account management and security, web server security, web app analytics using Google Analytics, web app monitoring (New Relic)

#### RELEVANT EXPERIENCE:

##### Acapella Media LLC/Discount Now LLC Front End Engineer and Rails Developer

July 2014 - September 2014

I was the US liaison between the India team and management located in the US. Responsibilities included creating features on a limited deadline, refactoring subpar code in Ruby and Javascript, creating new functionality based on the business needs of DiscountNow. Additionally, I worked with the team and management to discuss best practices for UX and user-engagement on the site.

##### Themis Bar Review Full Stack Engineer

Jan 2014 - Present

Responsibilities include increasing functionality in a web-based application using Ruby on Rails 3.2, PHP as a backend and HTML, CSS, SCSS, and jQuery to construct the front-end. Some challenges included the use of an unsupported, legacy PHP framework which needed to communicate with Rails, writing reusable javascript to pull data from the back end and add client-side functionality, writing new features that play nice with legacy browser versions such as IE8, converting a legacy system to a modern framework, such as Symfony2.

##### Themis Bar Review Tech Support Representative - 2013

March 2012 - Dec 2013

Responsible for site content updates using HTML/CSS/JavaScript and managing customer expectations through various avenues such as Phone, Email, and through the in-app messaging system.

##### Capstone game design project (while in college)

25 person team-based project in which the task was to complete a game in two semesters. Skills demonstrated included functionality creation, project management, time management, maintaining clarity in design documents as well as documenting actions taken during the project, troubleshooting software or hardware problems as they arose such as SVN, pipeline, or graphic problems; managing the different divisions of the project (art, design, programming, etc.) to come together in a cohesive way, asset creation, debugging code.

#### EDUCATION:

B.A. Game Design,  
Columbia College Chicago 2011