Paul Neenan - Software Engineer

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- Results-driven Software Engineer with 2.5 yrs in marketing-tech & interactive web development

EXPERIENCE

Visual Integrations Software Engineer, Wunderkind — Aug 2021 - Dec 2023

- Coordinated with Design and Customer Success to onboard and service 150+ clients, including brands like Budget/AVIS, Casper, Ralph Lauren, and Gucci.

- Developed custom Javascript - CSS - HTML to ensure consistent styling and interactivity across browsers and devices, powering Wunderkind targeted-marketing campaigns on client sites with 20 million+ monthly users.

- Built Chrome extension to automate campaign organization, automating extensive busy work and boosting JIRA ticket processing efficiency.

- Implemented responsive, WCAG 2.0 AA compliant web-interactivity, audited designs for accessibility, and tested our experiences with screen readers for optimal usability across devices and assistive technologies.

- Audited and rebuilt standard carousel deployments for WCAG compliance.

- Revamped marketing deployment control script templates from legacy JS to modern ES6, enhancing efficiency and sunsetting support for Internet Explorer.

- Integrated Ad placements with custom JS / CSS / proprietary CMS configuration.

- Maintained and updated Confluence pages for streamlined documentation of workflows and coding practices, enhancing team efficiency and collaboration.

- Founder of Wunderpawns Chess Club ♟

PROJECTS

PDF Chatter - Python | Langchain | Pinecone | Redis
https://github.com/paulpaulx1/langchainpdf

- Developed Langchain RAG app: upload PDFs, generate embeddings from text chunks, store them in PineconeDB, teach LLM the document content and chat.

- Implemented a weighted random selection for LLMs, memory buffers, and vector retrieval, guided by user feedback for continuous self-improvement.

Aether - Three.js | Firebase | Socket.IO | React | Redux | Tone.js
https://github.com/paulpaulx1/aether

- Developed realtime 3d-animated multiplayer audiovisual synth game.

- Managed Redux/Socket.IO for realtime multiplayer state. User actions like spawn/delete/drag and drop update Three.js scene in Firebase and broadcast updates to connected users.

SKILLS

- JavaScript
- CSS
- HTML
- Typescript
- Python
- Responsive UI
- Consuming APIs: GraphQL / REST
- Version Control: Git / Github
- Node
- React
- Redux
- Socket.io
- jQuery
- Three.js
- Chrome Extension Development
- Project Documentation
- Confluence
- JIRA
- Prompting LLMs

EDUCATION

- Fullstack Academy 2021
- Brooklyn College MFA
- Alfred University BFA