


Paul Neenan - Software Engineer

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

EXPERIENCE

Integrations Engineer, Wunderkind — Aug 2021 - Dec 2023

- Coordinated with designers and Customer Success to onboard 150+ clients including major brands like Budget/AVIS, Casper, Ralph Lauren, and Gucci.
- Configured proprietary CMS and leveraged custom scripts - primarily Javascript and CSS - to ensure native behavior and intended functionality for targeted marketing software deployments, enhancing client engagement and revenue.
- Built Chrome extension to automate campaign organization, eliminating extensive busy work and boosting JIRA ticket processing efficiency.
- Adjusted integration JS templates to ES6, phasing out outdated browsers like Internet Explorer, boosting efficiency and modernizing company practices.
- Placed proprietary ad-tech on client sites with native Google Ad Manager deployments and troubleshoot permissions configurations.
- Implemented responsive, WCAG 2.0 AA compliant web-interactivity: semantic HTML, intuitive tab-indexing, 4.5 contrast, clear alt-text & aria-labels for optimal usability across devices and assistive technologies.
- 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>

- Realtime multiplayer audiovisual synthesizer PWA
- 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
- jQuery
- Langchain
- Three.js
- Chrome Extension Development
- Project Documentation
- Confluence
- JIRA
- Prompting LLMs

EDUCATION

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