

Peter Hausken

[Github](#) | [LinkedIn](#) | [AngelList](#) | [Portfolio](#)

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PROJECTS

The Five Spotify — (Rails, React, Redux) - [Github](#) / [Live](#)

Single page web app inspired by Spotify

- Utilizes DRY components with conditional rendering, to create dynamic UX for playlist/song CRUD
- Implements RESTful Rails JSON API, using polymorphic associations, to update in real-time
- Integrates HTML5 audio tag, AWS to create custom audio player

Tetris — (JavaScript, HTML) - [Github](#) / [Live](#)

Browser based game implementation of arcade classic

- Employs class components that independently manage object collisions and rendering
- Utilizes ES6/7 and HTML Canvas for all game mechanics, foregoing external libraries or frameworks

ORMery — (Ruby) - [Github](#) / [Live](#)

Ruby based ORM inspired by ActiveRecord

- Applies Ruby metaprogramming to dynamically create associations
- Leverages SQL queries to model built-in associations and search

WORK EXPERIENCE

Foothold Technology, New York, NY — Office Manager

2016 - 2017

- Coordinated logistics, day-to-day operations, shipping, and supply management, working with both local and remote teams

Sogeti, New York, NY — Office Administrator

2015 - 2016

- Managed \$2M of monthly invoicing, while coordinating billing reconciliation, employee time and expenses, and AR tracking

VOLUNTEER EXPERIENCE

ScriptEd, New York, NY - Instructor

2017 - Present

- Taught students from underresourced high schools web design, including HTML, CSS, jQuery, and JavaScript

EDUCATION

App Academy, New York, NY

July 2017 - September 2017

- 1000 hour full-stack web development course with <3% acceptance rate

Berklee College of Music, Boston, MA

2005 - 2009

- Bachelor of Fine Arts - Music

SKILLS

Ruby
Rails
React.js
Redux
JavaScript
Python
Node.js
HTML5
CSS3
jQuery
RSpec
SQL
Git
AWS
PostgreSQL