

Patrick McKelvy

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PROJECTS

CloudSounds (Rails, React)

[live](#) | [github](#)

Music sharing and discovery website, based on SoundCloud

- Adheres to single-page format for a seamless user experience.
- Modifies private methods of Wavesurfer source to smooth functionality.

Tetris Party (Javascript, HTML5, CSS)

[live](#) | [github](#)

Browser game, based on the classic arcade game Tetris

- Built using HTML, CSS, and jQueryLite.
- Displays a unique color-scheme using a custom CSS color-wheel algorithm.

jQueryLite (Javascript)

[github](#)

Custom lite implementation of the popular Javascript library

- Abstracts browser DOM manipulation API into friendlier JS objects.

SKILLS

Ruby	Rails	JavaScript	React	Flux/Redux	Python
AWS	HTML/CSS	Cypher	SQL	C++	Excel/VBA

EXPERIENCE

Software Engineer - Unified (2016 - Present)

- Design & implement UI for analyzing social-media audience data.
- Develop middle- and back-end frameworks for big data aggregation.

Managed/Published Artist - MannCom Cree8iv (2013 - Present)

- Created multi-tempo tracks for launch of experimental music app Weav.
- Produce / remix records for artists and labels.

Sales Representative - Epidemic Sound (2015)

- Compiled custom playlists to help customers find music from the library.
- Helped negotiate subscription deals with customers for use of the library.

EDUCATION

Machine Learning - Stanford University [[Coursera.com](#)] (May - July 2017)

- Intro to machine learning, datamining, and statistical pattern recognition.
- Supervised learning, unsupervised learning, theory and best practices.

Web Development - App Academy (Winter 2015/2016)

- Immersive, web-focused software development course, <3% acceptance.
- Emphasis on code quality, design patterns, and pair-programming.

BS Electrical Engineering - Tufts University, 2011

- GPA 3.23, Cum Laude.
- Concentration in sustainable and renewable energy systems.