# 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.
- Uses private fork of WavesurferJS library for optimizations.

**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 color-wheel algorithm. **jQueryLite** (Javascript) <u>github</u>

Custom lite implementation of the popular Javascript library

Abstracts browser DOM manipulation API into friendlier JS objects.

SKILLS

Ruby Rails JavaScript Flux/Redux Python React AWS HTML/CSS Assembly SQL/Cypher 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.