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)   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	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.