Robby Balistreri

robbybalistreri.com
LinkedIn   Github

414-795-9499
rbalistreri5@gmail.com

EDUCATION

VANDERBILT UNIVERSITY   Nashville, TN
- BE Mechanical Engineering, Minor in Engineering Management   2018
- *Senior Engineering Design Finalist:* Presented on Modern Applications in Heat Transfer
- *Courses:* Programming for Engineers (Matlab), Multivariable Calculus, Differential Equations, Mechatronics, Enterprise System Design, Design Synthesis

APP ACADEMY - Full stack web development   Chicago, IL
- Highly selective web development bootcamp with ~3% acceptance rate   2021
- 200+ hours pair programming

EXPERIENCE

CROWE (Software consulting firm)   Chicago, IL
Senior Enterprise Solutions Consultant   Aug 2018 - Jan 2021
- Helped create a $3M custom ERP system for a client by leading two teams of developers and consultants - used agile project methodology to ensure on-time delivery
- Developed technical specifications for software design by working with clients to understand their business requirements - received a selective aware (top ~2% of consultants) for delivering exceptional client experience
- Led teams through full development lifecycle for 50+ custom features and enhancements implemented by our offshore dev team - responsibilities included designing UI elements, application logic, and unit/integration testing suites

PROJECTS

WANDERLUST (Airbnb Clone - Ruby On Rails, React, Redux, PostgreSQL, AWS, Google Maps)
- Wrote a web-based clone of Airbnb - implementing search, user authentication, and the ability to book stays and write reviews - backed by PostgreSQL/Ruby on Rails
- Integrated with AWS S3 (image storage), Google Maps API, and react-calendar library
- Designed as a dynamic single page application using React and Redux

WE-EASEL (Collaborative Drawing Site - MongoDB, Express.js, React, Node.js, Websockets)
- Served as backend lead on a team of four, architecting the database schema and RESTful API structure - backed by MongoDB/Express.js
- Enabled real-time chat and collaborative drawing implemented using websockets

MARKSMAN (Interactive 2D Shooter - JavaScript, SCSS, HTML5)
- Wrote custom collision detection algorithms to ensure in sync object property adjustments and frontend displays
- Constructed adjustable game logic to allow for solo or multiplayer user experience

LANGUAGES AND TECHNOLOGIES

Frontend: JavaScript, React, Redux
Backend: Ruby on Rails, Mongoose, MongoDB, Node.js, Express.js, PostgreSQL, jQuery
Other: AWS, Webpack, Git, Heroku, Matlab, SQL, Azure DevOps, Visio