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 Presenter:* 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   New York, NY
- 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
- Led two teams of developers and consultants to create part of a $3M custom ERP system for metals manufacturer utilizing agile project methodology
- Gathered and analyzed client requirements, translating them into technical specifications for software design - received **Exceptional Client Experience Award**, recognizing top 3% of Crowe consultants
- Designed UI, application logic, and unit/integration tests for 50+ custom feature enhancements and extensions - implementation handled by offshore team

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 - backend 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 team lead, architecting the database schema and RESTful API structure - backend by MongoDB/Express.js
- Utilized Socket.io library to create live websocket connections between users, allowing for real-time chat and collaborative drawing on a shared canvas piece

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

LANGUAGES AND TECHNOLOGIES

JavaScript, Ruby on Rails, React, Redux, Mongoose, MongoDB, Node.js, Express.js, SQL, PostgreSQL, AWS, jQuery, Webpack, Git, Heroku, Matlab, Azure DevOps, Visio, SolidWorks, Test-driven-development, Project management