

Paul Rose

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TECHNICAL SKILLS

- **LANGUAGES:** JavaScript, TypeScript, Python, Ruby, HTML, CSS
- **FRONTEND:** React, Redux, Webpack
- **BACKEND:** Node.js, Ruby on Rails, Heroku
- **DATABASES:** SQL, PostgreSQL, MongoDB
- **TESTING:** Jest, RSpec
- **OTHER:** Learning anything else that I find necessary in minimal time!

PROFESSIONAL SUMMARY

Software Engineer with a proven ability to work in diverse environments, communicate cross-functionally and adapt to the unexpected. Completed 1000+ hours of top-tier full-stack bootcamp with daily pair programming. Bolstered technical communication as technical interviewer/instructor at App Academy. Survived the depths of the Russian backcountry through teamwork. Eager to take on more difficult challenges and harness tech to solve real-world problems for people.

EXPERIENCE

Technical Interviewer and Instructor

App Academy - San Francisco, CA

Feb 2020 - Current

- Conduct real and mock technical interviews and mentor prospective students in JavaScript, Ruby, Python and other foundational programming concepts.
- Evaluate algorithmic aptitude, technical communication, collaboration and overall fitness of candidates for the program.
- Field questions and advance commitment to creating an educational space grounded in diversity, inclusivity and talent.

English Teacher and Editor

Fast and Easy / Samantha School / Freelance - Moscow, Russia

Sept 2015 - June 2019

ENGINEERING PROJECTS

Charity Finder (React, Webpack, Express.js, Charity Navigator API)

[live](#)

An intuitive, minimalist UI for finding charities based on location and interest area.

- Achieved readable and performant code using unidirectional state management and declarative programming.
- Formulated a clear, minimalist and dynamic design so the app steps flow intuitively.
- Connected express.js backend to host on Heroku and have access to API keys as environment variables.

Gramcrackers (React/Redux, Webpack, Ruby on Rails, PostgreSQL, AWS)

[live](#)

An Instagram clone that allows users to post and share photos with each other.

- Incorporated AWS S3 for image storage, which integrates seamlessly with Rails Active Storage. I extracted the URLs with JBuilder, opening access to photos in the frontend.
- Applied thunk middleware to dispatch functions and delay store updates contingent on AJAX responses.

Ride (React/Redux, Webpack, Mapbox, Express.js, MongoDB)

[live](#)

A full-stack web app allowing motorcycle riders to create rides and view others' routes.

- Integrated Mapbox for ride CRUD features, allowing users to easily map out routes with clicks. We stored polylines in the backend, enabling us to render interactive maps on the ride show page with minimal effort and resources.
- Implemented static images of routes for main feed to give better UX while maintaining performance.
- Secure user authentication using BCrypt and JSON Web Tokens.

Moscow Cows (JavaScript, Webpack, HTML5 Canvas)

[live](#)

A game where users must collect sets of Russian nesting dolls while avoiding being trampled by cows.

- Implemented main character sprite sheet animation using window/HTML5 canvas methods and vanilla JS.
- Employed HTML and direct DOM manipulation for auxiliary game features, such as music and start/restart buttons.

EDUCATION

Full-stack Software Development - App Academy | San Francisco, CA | Fall 2019

MA Russian - Middlebury College | Middlebury, VT and Moscow, Russia | 2015 - 2016

BA International Relations, BA Russian - Michigan State University | East Lansing, MI | 2011 - 2015