Paul Rose

(248) 497-5739   prose0021@gmail.com   **PORTFOLIO**   **GITHUB**   **LINKEDIN**

SKILLS **Javascript, Python, Ruby, React, Redux, Webpack, HTML, CSS, Node.js, Rails, AWS, PostgreSQL, MongoDB, Git**

ENGINEERING PROJECTS

Charity Finder (React, Webpack, Express.js, Charity Navigator API, CSS)   live | github

An easy-to-use UI with minimalist design used for finding charities based on location and interest area

- Followed best practice with centralized, unidirectional state management, compositional architecture and declarative programming. These approaches achieve more debuggable, expandable and performant code.
- Formulated UI design to be clear and minimalist, yet modern and dynamic so the app steps flow intuitively.
- Connected express.js backend to host on Heroku and have access to API keys as environment variables.

Ride (React / Redux, Mapbox, Express.js, MongoDB, CSS)   live | github

A web app with which motorcycle riders can create rides and view others' routes using Mapbox

- Integrated Mapbox API 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, giving users a map glimpse while maintaining performance.
- Secure user authentication using BCrypt and JSON Web Tokens.

Gramcrackers (React / Redux, Ruby on Rails, PostgreSQL, AWS)   live | github

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

- Incorporated AWS S3 for image hosting, 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.

Moscow Cows (Javascript, Webpack, HTML5 canvas)   live | github

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.

EXPERIENCE

Technical Admissions Specialist

App Academy - San Francisco, CA   Feb 2020 - Current

- Conduct technical interviews with prospective students in JavaScript, Python and Ruby.
- Evaluate algorithmic aptitude, technical communication, collaboration and overall fitness of candidates for the program.

English Teacher and Editor

Various - Moscow, Russia   Sept 2015 - June 2019

- Utilized communicative teaching method in English lessons at Russian tech companies, such as Mail.ru and Game Insight. This approach rapidly increased oral fluency results and boosted students' comfort in the language.
- Provided daily editing services to Game Insight for their English-speaking user base. My flexibility and promptness decreased delay in keeping users informed of changes.
- Developed all stages — from daily plans to creating exams — of school and private lessons with ages ranging from 7-16.

Research Assistant

Michigan State Behavior, Information and Technology Lab - East Lansing, MI   May 2012 - June 2015

- Data collection, entry and analysis. Behavioral experiments. Topics: online user behavior and algorithmic curation.

EDUCATION

Web 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*