

Paul Rose

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[PORTFOLIO](#)

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SKILLS

- **FRONTEND:** JavaScript, TypeScript, React, Redux, Webpack, HTML, CSS
- **BACKEND:** Node.js, Ruby on Rails, AWS, Heroku, PostgreSQL, MongoDB, Python

ENGINEERING PROJECTS

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

[live](#) | [github](#)

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](#) | [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.

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

[live](#) | [github](#)

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

- 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 to give better UX while maintaining performance.
- Secure user authentication using BCrypt and JSON Web Tokens.

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 and mentor prospective students in JavaScript, Ruby and Python.
- 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

- Provided editing services to [Game Insight](#) for their English-speaking user base (total base of 300 million).
- Utilized communicative teaching in lessons at tech companies such as [Mail.ru](#) to rapidly increase oral fluency results.
- Developed all stages 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

- Conduct initial data analysis on online user behavior and algorithmic curation projects.

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