Paul Rose

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SKILLS

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

PROJECTS

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

A simple, easy-to-use interface for finding charities based on location and interest area

- Built with React Hooks, centralizing state and display management in one component for clean, understandable code.
- Switch statement in handleSubmit function manages changes upon submission of child component forms.
- Connected express.js backend for hosting on Heroku and access to API keys as environment variables.

Ride (React, Mapbox, Express.js, Node.js, MongoDB)   live | github

Ride is a site where 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 to obviate API calls for the ride show page. This gives us interactive maps on the ride show page.
- Implemented static images of maps for main feed, giving users a glimpse of the route 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

- Leveraged React Hooks for the feed, search and like features. This allowed me to customize component behavior more efficiently without messy and often redundant lifecycle methods.
- Incorporated AWS S3 and Rails Active Storage for image hosting, which integrates well with Active Record objects. I extracted the URLs with JBuilder, opening access to photos in the frontend.

Moscow Cows (Javascript, HTML5 canvas, Webpack)   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 for prospective students and evaluate algorithmic aptitude in JavaScript, Python and Ruby.
- Gauge applicants' fitness and alignment with App Academy values in behavioral interviews.

English Teacher and Editor

Moscow, Russia   Sept 2015 - June 2019

- Utilized communicative teaching method in private and group English lessons at various Russian tech companies, such as Mail.ru and Game Insight. This approach more rapidly improved oral fluency and boosted students' comfort.
- Provided daily editing services to Game Insight for their English-speaking user base, allowing the company to keep users informed of changes with minimal delay.
- 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 | Fall 2019*
MA Russian - *Middlebury College | 2015 - 2016*
BA International Relations, BA Russian - *Michigan State University | 2011 - 2015*