Sam David
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Web developer with two years of experience who enjoys working with Ruby, Rails, JavaScript and its frameworks to build dynamic websites. A non-traditional path to become a developer, I took a deep dive into studying development skills and then continued to work in strong learning environments to further my skills

SKILLS

Ruby, Rails, Sinatra	Github, Heroku, Codeship	Node.js, MongoDB, JSON, AWS
JavaScript (AJAX, jQuery)	TDD (RSpec)	Angular.js, React, Meteor
HTML 5, CSS3	Agile Development	Adobe Photoshop, InDesign
PostgreSQL, SQLite, Active	Object-Oriented Design	Third Party APIs

EXPERIENCE

Paid API (paidapi.com), Full Stack Developer — Sept 2015 to Current

Working on feature projects to help with this growing invoice processing API.
Paid is a Y-Combinator startup that is effectively autopilot for accounts receivable.
- Use JavaScript based graphing libraries to display company metrics and financials
- Backend OAuth integration for Stripe and Quickbooks accounts
- Create template engine using Mustache to allow customization of invoices, emails and more
- Update website API docs and customer communications regularly to ensure accuracy
- Assist in company daily operations and customer needs

Rentjoy (rentjoy.co), Full Stack Developer — March 2015 to Sept 2015

A real estate start-up to fully automate the property management process. This role included taking unfinished legacy code from previous developers, and bringing the site to launch.
- Formatted Ruby on Rails views to incorporate new features
- Refactored and debugged legacy code that was hastily written
- Expanded the test library to include more RSpec tests
- Integrated Stripe API for processing rental payments, and updated for 'Managed Accounts' feature

Dev Bootcamp, Student — Aug 2014 to Jan 2015

- Completed an 18-week intensive course comprised of 1000+ hours learning concepts of web development
- Focused on JavaScript, Ruby, HTML5/CSS3, Git, TDD, and Agile Development
- Learned fundamentals of Ruby on Rails and Sinatra frameworks
- Team lead for final project, Code Crush, a coding typing game developed in JavaScript using Phaser.io/Node

Tesla Motors, Product Specialist — Feb 2014 to Aug 2014

- Trained with Tesla staff to learn how to inform customers about Tesla and the products they offer
- Engaged with customers to describe the details of electric cars and company operations
- Attended events sponsored by Tesla to educate the community about Tesla and their cars and raise brand awareness

EDUCATION

Dev Bootcamp
Full Stack Development, 2015

MakerSquare
Front-End Development, 2014
Fundamentals of HTML, CSS/SASS, Github, JS, jQuery

University of Southern California
BA Interactive Entertainment, 2011
Minors: Business and Accounting

PROJECTS

Code Crush
Dev Bootcamp final project created in one week. A coding typing game built with MEAN stack

Clash of Clans Calculator
Solo project based on popular mobile game. Interactive way to keep track of your army and reveal statistics

Tesla Comparison
A tool to compare the Tesla Model S with any car on the market across a variety of metrics