



# **HACK REACTOR**

**Hiring Day  
October 22, 2013**

# Adnan Wahab

- Wrote client and server-side features, and rearchitected an existing web app into a single page, rich client experience as a software engineer at BookFresh.
- Learned programming by writing basic functions and GNUPlots to explore pathfinding via ant simulations.
- Experience with owning production code in a full-stack environment, whether client JavaScript, or server code in PHP or Python.

## Key Project

### PathGL

[pathgl.github.com](https://pathgl.github.com)

[github.com/adnan-wahab/pathgl](https://github.com/adnan-wahab/pathgl)

I'm authoring a library that draws SVG path strings onto a WebGL canvas resulting in massive performance gains realized by tapping into the GPU. Right now I'm working on calculating the fill region using ear clipping and constrained Delaunay triangulation. I intend to tweak D3 to render with PathGL without changing the native D3 API.



"I'm good at debugging because I don't get emotionally attached any given programming pattern. This lets me dissect and absorb any open-source code base, recognize new ideas and add them to my own suite of skills."

## Coding Insight

I'm a huge fan of reactive programming and Meteor. Co-routines are my favorite method for handling asynchronous functions, specifically, the fibres implementation in Meteor.

I decided to explore Meteor's C++ fibres source code and re-implement it in JavaScript to run in Node. In JS, I couldn't tap into the event loop directly, so I had to depend on ECMA-Script 6's 'yield' functionality. I was quite amazed that I was able to get it done in just a couple of weekends. Coroutines rock!

### WEBSITE

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### BLOG

[medium.com/@adnan\\_wahab\\_](https://medium.com/@adnan_wahab_)

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# André Evangelista

- Summa Cum Laude Physics graduate from Arizona State University, with minor in Mathematics
- Learned C++ solo by writing and compiling simple applications
- Deep understanding of management structures from multiple internships at the U.S. House of Representatives.
- Helped hurricane victims rebuild houses and performed other volunteer missionary work.

“I pick up new concepts and tools quickly. When I initially learned JavaScript, I took the general idea of a variable from other languages I know and I welcomed the loose typing of variables that JavaScript allows with open arms.”



## Key Project

### Fitzroy Toys

[whispering-inlet-4397.herokuapp.com](https://whispering-inlet-4397.herokuapp.com)

Working for a client in the toy industry, I built a web application per their specifications and guidelines. The tech stack included Angular, PostgreSQL, Express and Node. The highlights of my contributions include implementing an encryption algorithm to authenticate users, building a database and establishing a network management system.

## Coding Insight

When I approached the N-Queens problem armed with bitwise operators, I turned a basic understanding of the most elementary mathematical operations in CS into a ruthlessly fast algorithm, learning a lot about binary in the process. The performance gain I saw over an array based solver is staggering.

WEBSITE  
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# Aysegul Yonet

- Built 3D animations for MIT and BU researchers, illustrating a method of identifying cancer cells from blood samples.
- Scripting experience in Python and AfterEffects VFX from writing animation code in Maya.
- Specialized interest in writing web and mobile data visualization applications.
- Volunteer mentor teaching children digital animation in Maya, AfterEffects and Photoshop.

“I find it easier to think about the user experience because I am a picky user.

One of the reasons that I wanted to create my own apps was that I wasn't happy with what's out there today.”



## Key Project

### Tweet Migration

[github.com/Yonet/Tweets-Migration](https://github.com/Yonet/Tweets-Migration)  
<http://tweetmigration.herokuapp.com>

Tweet-Migration is a tweet visualization tool I wrote that uses WebGL libraries including heatmaps to represent a tweet's geo-data on an interactive 3D globe. I built the Express server on Node.js and used socket.io based WebSockets instead of AJAX calls for clients to communicate with the server.

## Coding Insight

I love writing the code and algorithms that drive visualizations, especially when they illustrate things happening in the world around me. I wrote a function that maps geospatial coordinates to a sphere, and series of Maya scripts that I wrote to model how living cells behave when exposed to a magnetic field. I think it is a great use of programming to take data and equations that only a few can understand, and transform them into living, interactive objects that anyone can relate to.

### WEBSITE

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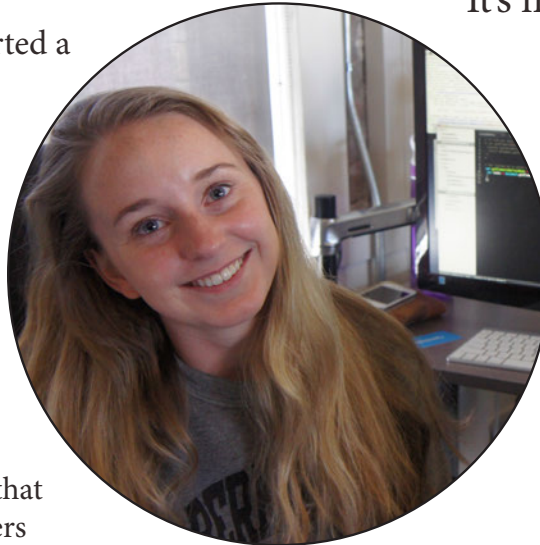


# Bianca Gandolfo

- JavaScript instructor at Hack Reactor, HTML-5DevConf, AngelHack and Girl Develop It.
- Founded weekly algorithms meet up at Hack Reactor, and Women Who Code JavaScript study group.
- Graduated UC Berkeley and started a school in Peru
- Built four complete Android applications in Java

“I’m really good at hacking pre-existing libraries and tools to work in unusual situations instead of reinventing the wheel.

It’s like a puzzle. The piece *almost* fits so I trim a few edges and you wouldn’t know the difference!”



## Key Project

### The Chase

[github.com/bgando/the-chase](https://github.com/bgando/the-chase)

The Chase is a native Android game that I worked on with some other engineers over a three week period. It is a live scavenger hunt that you can play with your friends. My own work involved integrating Parse, Async-Http, viewIndicator, AppCompat, and the Google Maps API into our codebase.

## Coding Insight

I wrote a custom storage plug-in for an open-source annotation library out of MIT that allows you to store the data from the library using your own

MongoDB, rather than rely on the API endpoints exposed by their library. It supports authentication, permissions and users too so that you can fully integrate it into your website.

### WEBSITE

[www.biancagandolfo.com](http://www.biancagandolfo.com)

### BLOG

[www.thishackergirl.wordpress.com](http://www.thishackergirl.wordpress.com)

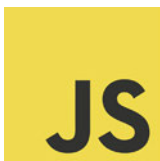
### LINKEDIN

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# Brett Hoyer

- Co-founded development consultancy building responsive mobile-ready web sites.
- Rich portfolio of projects on a Rails/JS stack.
- Penn State graduate with a 3.9 GPA.
- Co-founded a liberal arts journal.
- Self-taught HTML and CSS at age 12 by building and publishing simple web sites.

“I’m fluent in identifying and utilizing key JS inheritance patterns. I feel it’s crucial to know them all instinctively, not just so I can collaborate with other engineers, but also so I can gauge which best fits the job at hand.”



## Key Project

### GridX

I consulted for GridX, a stealth stage energy sector start up, on an internal client-side data visualization tool. I worked with D3, NVVD3 and jQuery UI to re-engineer my client’s charting library, working with and extending a complex event system. I delivered a well documented API atop an extensible and maintainable codebase.

## Coding Insight

I’m most proud of writing a module to recursively call a client API, while handling promises and non-predictive hash keys along the way. This was a complex undertaking, and relied heavily on my intuition for managing asynchronous code patterns to build an algorithm that circumvented many of the shortfalls of a sub-optimal API architecture.

WEBSITE  
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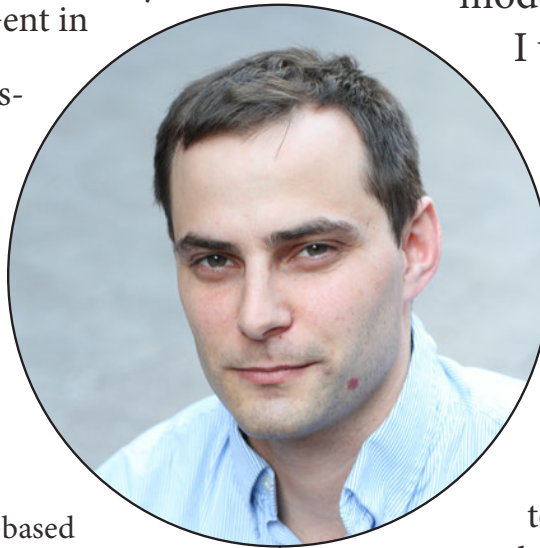
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# Brian Weidenbaum

- Significant experience with data mining, machine learning and scripting with Python, SAS, R, SQL and Matlab.
- Quantitative degrees in finance and marketing analysis from Washington University in St. Louis and Universiteit Gent in Belgium.
- Big data analysis experience using Hadoop / Pig running on Amazon Elastic MapReduce.

“I have a mental model of how an event system should look and function. When I created a SPA that included two multi-mode interfaces (a la Photoshop), I was able to model my system after the human nervous system.”



## Key Project

**Mangoes Mobile**  
[brianweidenbaum.com](http://brianweidenbaum.com)

Client project to build a network graph visualization and management app featuring visual and spreadsheet-based CRUD for nodes and edges, visual graph search and a user-interaction unit testing suite. I used D3, SlickGrid, and my reimplement of core Backbone functionality by combining a custom object model with MicroEvent.

## Coding Insight

I am most proud of my personal project, a richly interactive, multi-mode network graph visualization and management tool. The front-end prototype was technically challenging, and the project ended with the familiar feeling of accomplishing an incredibly daunting task faster and better than I had ever anticipated.

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# Curtis Mitchell

- Dual degree in Math and Physics
- Several years of consulting experience at an energy efficiency consultancy
- Passionate about learning new technologies, languages and brewing beer

“I’m proficient at visually and spatially conceptualizing how data structures and mathematical operations can or should work. I’m skilled at reviewing others’ code and identifying different errors like faulty logic or misspelled variables.”

## Key Project

### ExoVis

<https://github.com/curt-mitch/Exo-Vis>

ExoVis is an application that visualizes planets that orbit other stars, using data from a NASA API. When you select a different star via the drop-down menu, the models react immediately. Users can rotate and zoom to change views of the star system.



## Coding Insight

I built a skybox, the background that rotates when moving around 3D objects in the center of the screen. I enjoyed architecting it and the speed at which I got it working. My implementation applies matching images to the inside faces of a cube.

WEBSITE  
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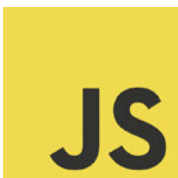
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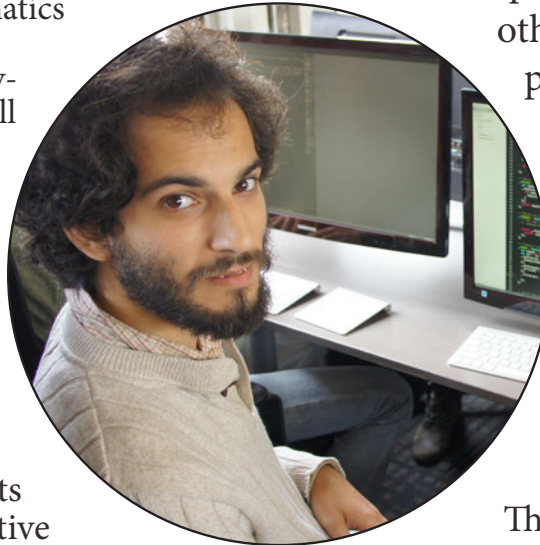


# Daniel Miller

- Wrote Python programs using the Sage library to conduct mathematical research into multi-dimensional geometry as a model of musical harmony.
- Master's degree in Music Theory and Composition, and Bachelors in Mathematics and Music.
- Used Ruby and JS to calculate hypothetical musical intervals small enough to push the boundaries of human hearing.

"I love algorithm design, and really enjoy exploring the problem space and figuring out what can be abstracted in what way.

I spend additional time thinking of other potential solutions, and I've practiced so much that it comes naturally now."



## Key Project

### WebGLify

<https://github.com/DnMllr/webglify>

WebGLify is a simple markup language that renders documents in WebGL. It's whitespace-sensitive and has the capacity to use CSS-like selectors. It can either serve as a near-complete substitute for HTML/CSS (requiring a minimum of two script tags), or can be integrated with pre-existing HTML/CSS.

## Coding Insight

When I scoped WebGLify, I quickly worked out what modules I would write and how they would interface with each other.

The text renderer and dresser function were particularly challenging. The dresser is responsible for making sure that all items in the syntax tree have enough information to be rendered accurately.

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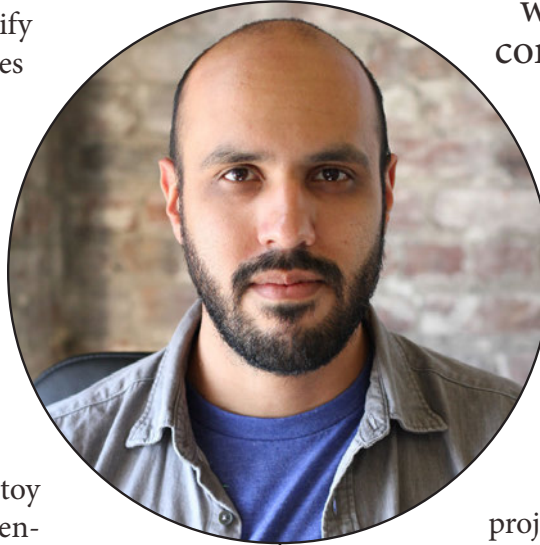
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# David Gonzalez

- Active member of open-source community with contributions to Angular.js and Mean.io.
- Redesigned the Support page from scratch on Blurb's online publishing platform.
- Diagnostics and training experience as a Mac Genius, helping customers to identify problems and teaching best practices to a diverse audience.
- Fluent Spanish speaker with over a decade of experience in music.

"I find closure scope to be a relatively simple concept, both in thought and use. I studied Java in a few computer science courses and became accustomed to OOP, which helped solidify how the concept of closure scope works, when it's important and how to use it."



## Key Project

### Fitzroy Toys

[whispering-inlet-4397.herokuapp.com](http://whispering-inlet-4397.herokuapp.com)

I created a new web application for a toy industry client to help connect independent toy makers to big box retailers and distributors. My focus was primarily on the front-end engineering, and I also helped set up the scaffolding for the server. Our tech stack included Angular.js, Stylus, Node, Express.js and PostgreSQL.

## Coding Insight

I'm most proud of the codebase I built for Fitzroy Toys. I used a number of technologies that were relatively new to me, and ramped up quickly enough to complete the entire project in two weeks to a standard that my client was comfortable deploying into production. I gained a particular appreciation for writing code designed to be expressed with AngularJS best practices.

### WEBSITE

[www.truthyfalsy.com](http://www.truthyfalsy.com)

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### GITHUB

[github.com/davegonzalez](http://github.com/davegonzalez)

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# Doug Kong

- Graduated from Cornell with a degree in Electrical and Computer engineering
- 7 years in financial engineering at Moodys Analytics both on Wall Street and in San Francisco
- Strong background in product management

## Key Project

### FlowBy

<https://github.com/dougekong/flow-by>

FlowBy is a system designed to manage fleet logistics. The goal of building this is to match up available drivers to a number of shipments and for them to then drive the shortest routes. Built in Angular, Express, Node, and MongoDB, it utilizes algorithms I wrote to cluster the shipments and calculate routes.



“I’m good at debugging applications. I see complex codebases as the sum of smaller testable components. This approach is one I find really valuable in understanding other people’s work and learning from it.”

## Coding Insight

I’m most proud of design and architecture of FlowBy. I took a modular and iterative approach to my project. I explored a few possible solutions for various components and I made tough decisions at times to re-write entire modules and functions to best fit my specifications.

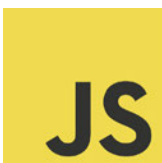
WEBSITE  
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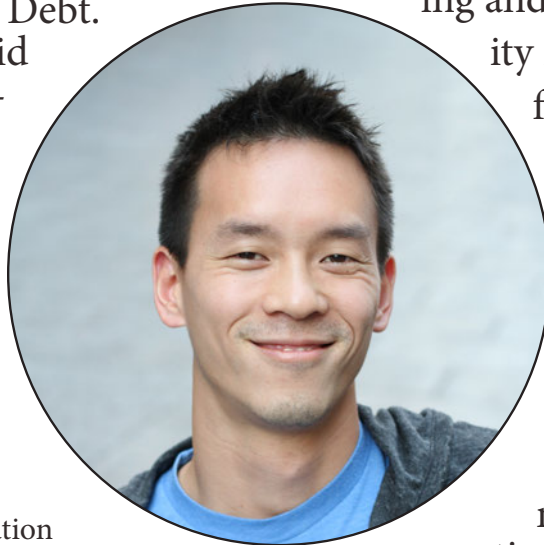
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# Ed Hsieh

- BS in Mechanical Engineering from MIT
- MBA from Harvard Business School
- 3 years investment banking experience including M&A, LBO and Debt.
- Co-founded a web/Android art discovery and distribution platform.

“I seek out algorithmic and logical challenges. My quantitative background has primed me to thrive on analytical thinking and abstracting away complexity in a way that’s ideally suited for attacking these types of problems.”



## Key Project

### DataHound

<http://datahound.co>

DataHound is a competitive intelligence tool that allows users to track tech company news and find information in real-time from a database of 180,000 companies, infinite keywords, and top tech news sources. The project uses Node, Express, Mongo, Mongoose, Angular, Bootstrap, Facebook authentication, several Node modules, and responsive design.

## Coding Insight

I built a custom swipe interface for mobile apps allowing for elegant single-page map and calendar navigation. Users can change time and date by dragging their finger on different axes, and swiping updates the map markers in real-time according to data retrieved from our server.

WEBSITE  
[edhsieh.wordpress.com](http://edhsieh.wordpress.com)

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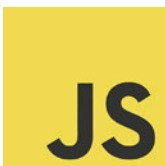
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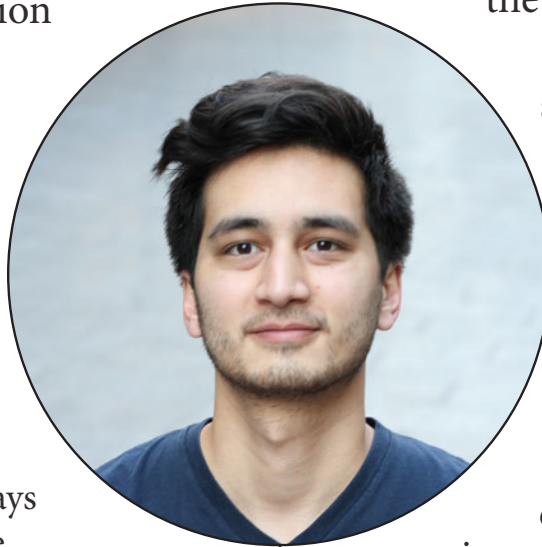




# Elie Kiwan

- Learned to build computers at the age of 14
- Long history of hacking and scripting PC games.
- Studied business information systems in college.
- Lead QA for video API startup for two years.

“I’m good at diving into a large existing codebase and quickly figuring out how it works. I enjoy the process of connecting the dots in a large application. It feels like a game to me. I am also very good at adapting to most any design pattern.”



## Key Project

### Dotametrics

<https://github.com/ekiwan/Dotametrics>

Dotametrics analyzes and displays raw data from a Dota game. The backend logic reduces over 30,000 lines of JS objects into a single small array. The API exposes and delivers the data, and the client code fetches, distributes, and displays the data.

## Coding Insight

I am most proud of designing my own back end for analyzing a large dataset and building the API layer on top of it. I found great joy in exposing my work via RESTful endpoints. The process of designing an app from back end, to API, to front end architecture, was very satisfying for me.

WEBSITE  
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# Josh Sprague

- Experience designing on a Rails stack in a Cucumber powered BDD workflow
- Masters degree in Mass Communications from ASU's Cronkite School of Journalism
- Incubated several web apps for media institutions at Cronkite school research labs
- Built and deployed an app with 200,000 views.

## Key Project

**Tilden**

[tildenapp.com](http://tildenapp.com)

As mentioned on TechCrunch TV, Tilden is a data aggregation and visualization platform that correlates campaign contributions with the legislative record and vocabulary of elected representatives. My main focus was on the front-end application in AngularJS. Our stack also included an API server fetching and caching data from several sources.



“I keep disciplined and well organized code bases by heavily leveraging a variety of MVC concepts and frameworks. Separating code in this manner comes naturally to me, whether in Angular, Backbone or a new framework.”

## Coding Insight

When I first started programming in JavaScript, I re-implemented every function of the Underscore utility library from scratch. As my code passed test after test of the library's internal suite, I rapidly picked up a feel for the nuances of the language and a set of practices that influence my code to this day.

WEBSITE

[newsplay.org](http://newsplay.org)

BLOG

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GITHUB

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# Kristina Garfinkel

- Authored introduction to advanced asynchronous patterns in JavaScript featured in JS Weekly.
- Rendered interactive tours for VisualStager by asynchronously combining query results from multiple databases in a handlebars template.
- Wrote Python genetic sequencers as a UC Berkeley / Stanford neuroendocrinologist at UC Berkeley and Stanford.
- BA in Psychology, Neurobiology and Behavior from UC Berkeley.

## Key Project

### BabyAnimals

[github.com/kbrainwave/BabyAnimals](https://github.com/kbrainwave/BabyAnimals)

An image service that utilizes a RESTful API to process images and upload them to S3; provides the ability to upload, delete, fetch, resize, and transform images (e.g. black & white, sepia, etc.).



“I’m a very passionate programmer. The easiest part of my Hack Reactor experience has been geeking out about JavaScript. I first heard about promises and deferred objects and read up on them long into the night.”

## Coding Insight

The only way to truly appreciate the work that library code does for you is to analyze and rewrite it from first principles. In rewriting Underscore.js, I gained a deep understanding of many of the syntactic and behavioral nuances of JavaScript that engineers who work solely at a higher level abstraction are deprived of.

### WEBSITE

[kbrainwave.github.io](http://kbrainwave.github.io)

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### GITHUB

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# Lindsay Hertz

- Got an introduction to JavaScript in college, using it to create generative poetry and art pieces.
- BA in Philosophy and Politics.
- Makes modular origami, functionally and pseudo-classically.

## Key Project

### Squean

<https://github.com/lindsbot/squean>

Squean is an open-source stack for kickstarting a project using Sequelize, Express, Angular, and Node. It bridges the gap between a MEAN stack and the need to use a SQL database. Squean provides a skeleton app with an Angular front-end, as well as a Passport authentication system on the server.



“I can very quickly visualize complex systems and understand their dynamics.

I have a natural tendency to visualize everything - especially abstract concepts, in a way that lends me to tackling ambitious coding projects.”

## Coding Insight

I'm most proud of the code I wrote while integrating Passport into Squean, as I had an opportunity to push through uncertainty, debug confusing stack traces and produce library code that other engineers can use to bootstrap their apps without revisiting common implementation pains.

WEBSITE  
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# Martin Henry

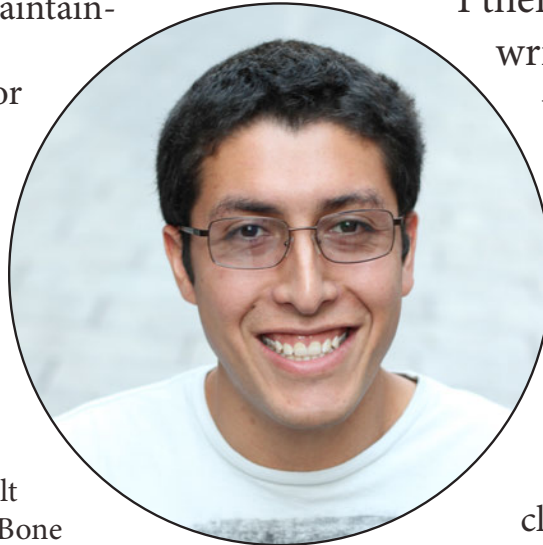
- Studied Management Information Systems and International Business at Gonzaga University
- Decided to focus on software engineering full-time after building and maintaining websites as a contractor
- Most recent client work was for a social learning network for higher education

## Key Project

### Beam Stream

[www.beamstream.com](http://www.beamstream.com)

My most recent client work was for a social learning network for Higher Education called Beam Stream. I built a dynamic registration form on Backbone and jQuery. The backend was written in Scala on the Play framework. I overcame library version inconsistencies in jQuery, Twitter Bootstrap, Backbone, and repaired broken customizations of these libraries in the codebase while debugging and testing.



“I find refactoring code relatively easy. I usually like to write out the first way to solve a problem as soon as I think of it. I then go back over my previously written code and refactor it in a way that improves the speed, cost, and readability of it.”

## Coding Insight

I'm proud of the dynamic form I wrote for my client project. I made my work easy to integrate with the rest of the client's large codebase. A lot of the dynamic functionality of the form was built using Backbone events. The data was collected and stored in Backbone models and collections to interface easily with the server.

### WEBSITE

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### GITHUB

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# Matt Silverstein

- Sole author of PuzzleBlade, a Unity-based iPad game with over 7,000 iStore installs and an average review of 4.5/5 stars.
- Unique background in game development, design and artistry.
- Almost 10 years experience working on AAA titles at studios including THQ, Midway and Left Field Productions.
- Strong user behavior driven software design ethic.

## Key Project

### The Feud

<http://questiongame.jit.su>

The Feud is a massively multi-player Family Feud game with dynamically-generated survey data. The server maintains the state of the game (new question & answer cycles every 30 seconds) and all clients are synchronized via websocket connections. The front end can be built as an iOS or Android app, but in its current state is served as a website.



“I love creating and working with abstractions that hide low-level complexity and allow me to write simple self-documenting code that looks exactly like what it does (from well-named helper functions to larger frameworks).”

## Coding Insight

I wrote the betting widget for the first ever World Series of Poker (WSOP) game way back in 2004. It was the most complex piece of software I had written at the time, built entirely from deeply nested conditionals.

I honestly had no idea that what I was doing could be even be considered programming at the time - in my mind I was just hacking this weird text-based menu system, but it ultimately turned out to be a critical cog in a tremendously popular software title.

### WEBSITE

[mattsilverstein.com](http://mattsilverstein.com)

### BLOG

[mattsilverstein.com/blog](http://mattsilverstein.com/blog)

### LINKEDIN

[linkedin.com/in/mattsilverstein](http://linkedin.com/in/mattsilverstein)

### GITHUB

[github.com/silversteez](http://github.com/silversteez)

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# Matthew Goo

- Experience building on a LAMP stack.
- Electrical Engineering graduate of the University of Colorado at Boulder.
- Data visualization scripting experience.
- Industrial design and firmware-level programming background writing code for PLC-5 programmable controllers.

“I find Node.js to be an elegant and versatile server tool. My experience with PHP stacks colors my perspective and helps me see its evented architecture in the context of more traditional approaches to server design.”



## Key Project

### PadShacker

[padshacker.com](http://padshacker.com)

[github.com/moog16/roommate](https://github.com/moog16/roommate)

I wrote an app to help users find the ideal roommate based on a custom recommendation algorithm influenced by data I draw from Facebook and a survey that users take on the site. It's a MEAN stack with Bootstrap to keep things tidy and responsive. I'm particularly proud of the way it renders on iPads.

## Coding Insight

For PadShacker, I wrote a modular AngularJS directive that drives the layout for much of the client. It took plenty of patience and thoughtful planning to refactor two HTML and JS files into one directive and four lines of HTML, and the experience exposed me to Angular's frictionless approach to keeping code reusable and DRY.

### WEBSITE

[mattgoo.com](http://mattgoo.com)

### BLOG

[mattgoo.com/blog](http://mattgoo.com/blog)

### LINKEDIN

[linkedin.com/in/mattgoo](https://linkedin.com/in/mattgoo)

### GITHUB

[github.com/moog16](https://github.com/moog16)

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# Michael Nason

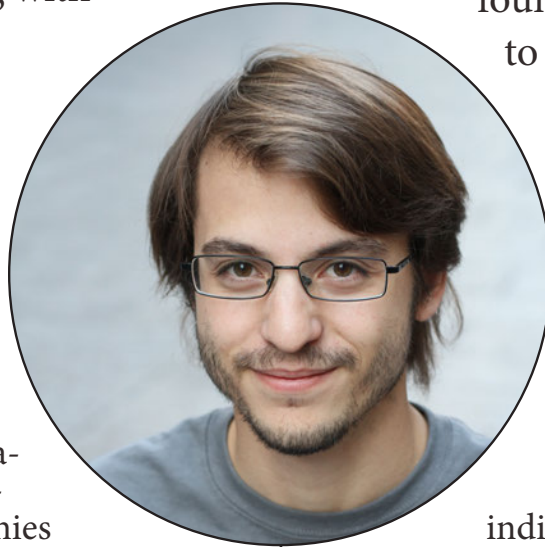
- Started building computers for friends in junior high school
- Founded an eyewear company geared towards solving problems traditional retailers face in competing with online stores
- Academic background in biology and anthropology

## Key Project

### Bridgely

[github.com/nason/bridgely](https://github.com/nason/bridgely)

Bridgely is a mobile communications platform that enables two-way messaging between companies and hard-to-reach employees. ForUs plans to use Bridgely to help large corporations communicate with employees about retirement packages.



“I love connecting the dots between different aspects of development. I learned Rails for my personal project and found it easy to draw similarities to Node and Express, as well as the JavaScript environment I’m most familiar with.”

## Coding Insight

I paired with another programmer in taking a stab at solving the N-Queens algorithm puzzle, TDD-style. After writing a series of helpers to test individual solutions, we completed a chessboard visualizer to watch our recursive solver in action. Writing clean, efficient algorithms is incredibly rewarding, but being able to watch your algorithm prune an  $(n^2)!$  possibility tree was awesome.

### WEBSITE

[nason.us](http://nason.us)

### BLOG

[nason.us/thoughts](http://nason.us/thoughts)

### LINKEDIN

[linkedin.com/in/michaelnason](https://linkedin.com/in/michaelnason)

### GITHUB

[github.com/nason](https://github.com/nason)

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# Michael O'Brien

- B.S. in Computer Science from Lehigh University
- Worked as a systems engineer for FactSet Research Systems & as a web application developer for ESPN
- Avid human-computer interaction enthusiast

“Understanding algorithm complexity comes naturally to me. Constructing well thought-out algorithms that at first may not seem intuitive, but in the end prove to be optimal, makes programming rewarding.”



## Key Project

### Leap Portal

[movingthecube.com](http://movingthecube.com)

[github.com/michaelobriena/Leap-Portal](https://github.com/michaelobriena/Leap-Portal)

I always hated how I view the same web-sites everyday but can't look at them all at once. I decided to condense all of the information I need and throw it all onto the sides of a cube floating in space. By spinning the cube, you can see information without navigating to each page individually.

## Coding Insight

I wrote a Perl script that, given three colors representing bad, neutral and good, would mix colors appropriately, ensuring that varying win percentages would correspond to the perfectly-mixed color on the scale. Check it out here: <http://codepen.io/michaelobriena/pen/jztxn>.

### WEBSITE

[michaelobriena.github.io](https://michaelobriena.github.io)

### BLOG

[michaelobriena.github.io](https://michaelobriena.github.io)

### LINKEDIN

[linkedin.com/in/michaelobriena](https://linkedin.com/in/michaelobriena)

### GITHUB

[github.com/michaelobriena](https://github.com/michaelobriena)

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# Peter Schroedl

- Learned Logo and BASIC in elementary school, and Pascal in 6th grade.
- CS Degree from UC Santa Cruz with a specialization in machine learning.
- Co-founded a digital signage firm.
- Spent three years in real estate.
- Worked for many years as an embedded systems engineer.

“I’m great at building mental models. I’ve been programming since elementary school, and constructing an abstract representation of data structures and their interconnections comes naturally to me.”



## Key Project

### Leap Filters/Leap Sound

[gator3082.hostgator.com/~schroedl/leapfilters/](http://gator3082.hostgator.com/~schroedl/leapfilters/)  
[github.com/pschroedl/leapsound/](https://github.com/pschroedl/leapsound/)

I wrote LeapFilters as a Leap Controlled Audio Filter Bank for music performers. Filters are only applied when a hand has entered the ‘cone’ sensed by the Leap Motion Controller. I produce a range of effects dependent on how a user moves their fingers or hands.

## Coding Insight

I really enjoyed designing a solution to dispatching pre-scheduled posts to an on-line forum. It involved creating a standalone node app that interacted with a Mongo database and the reddit API to submit posts at their scheduled time. I had to deal with rate-limiting, refreshing OAuth tokens, and error handling from a poorly documented/uniquely implemented API.

### WEBSITE

[peterschroedl.wordpress.com](http://peterschroedl.wordpress.com)

### BLOG

[peterschroedl.wordpress.com](http://peterschroedl.wordpress.com)

### LINKEDIN

[linkedin.com/in/peterschroedl](http://linkedin.com/in/peterschroedl)

### GITHUB

[github.com/pschroedl](https://github.com/pschroedl)

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# Rupa Sharma

- In love with Node, AWS, rich client, and finding the right datastore for the right job.
- 2 years of contract web development experience including sysadmin functions like migrating builds, rebuilding systems and migrating data, running backups, etc.
- Explored and built for the web ever since the arrival of 56k dial up.

## Key Project

### Graffiti

[graffidi-env.elasticbeanstalk.com/](http://graffidi-env.elasticbeanstalk.com/)

Graffiti is a video annotation website that allows you to post a video from YouTube along with a message to share with others. The tech stack is Node with Express, MySQL, Angular with Jade. This project inspired me to the extent that I have a long list of additional features that could be contributed easily on top of the codebase.



“I find it trivial to design models and views in client applications. Before I start coding, I visually scope all the modules that would make up the app, leading to a faster, cleaner path to MVP than I would otherwise expect.”

## Coding Insight

I'm pretty proud of the bookmarklet for Graffiti. Originally, this was not in scope, but I accommodated it because it was an easy way to add another dimension to my product. The form updates to reflect information gathered from the page that the user was on. I expected this to be a difficult task, but I was able to write the code in a few hours.

### WEBSITE

[www.rupa.io](http://www.rupa.io)

### BLOG

[www.ruparocks.com](http://www.ruparocks.com)

### LINKEDIN

[linkedin.com/in/rupasharma1](https://linkedin.com/in/rupasharma1)

### GITHUB

[github.com/ruparocks](https://github.com/ruparocks)

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# Tim Schiller

- Worked on client and API features as a front-end and platform engineer for Keen IO.
- Front-end development consulting for a stealth stage e-commerce start up
- Product development experience on multiple client projects as a front-end engineer at the Futura IO consultancy
- Passionate about using front-end frameworks to build out quality, dependable applications.

“I am a people person who dreams in code. My passion for technology is driven by an instinct for building things that delight people and improve productivity.”



## Key Project

**Keen.io**  
[keen.io](http://keen.io)

At Keen IO one of our most frequent customer feature requests was an easy way to export data from other analytics platforms and import that data into Keen IO. I wrote Ruby modules, and the relevant API documentation, that together enable developers to export event data from Mixpanel and import event data in its correct format into Keen IO.

## Coding Insight

Some months ago I looked for, and couldn't find, a platform like Yelp for keeping private notes on the restaurants I visit. I prototyped my own, using the Meteor framework with Handlebars templating, and the Google Maps / Places API. From ideation, to product design to finally writing out the code itself, I was amazed at how quickly all the pieces came together in into a functional web app that I could use and share with friends. It's now live at [myeats.meteor.com](http://myeats.meteor.com)

WEBSITE

[www.timmyschiller.com](http://www.timmyschiller.com)

BLOG

[www.timmyschiller.com](http://www.timmyschiller.com)

LINKEDIN

[linkedin.com/in/timschiller](http://linkedin.com/in/timschiller)

GITHUB

[github.com/tmschl](http://github.com/tmschl)

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# Tyler McGinnis

- Designed and built bespoke landing pages and survey templates for clients including Coca Cola and Microsoft as a front-end developer at Qualtrics.
- Built and maintained a clean, responsive front-end for the BYU Cougars' official web site.
- Keen contributor to AngularJS open source library.
- Fluent in Spanish.

## Key Project

### Coder Combat

[www.codercombat.jit.su](http://www.codercombat.jit.su)

[github.com/tylermcginnis33/coder-combat](https://github.com/tylermcginnis33/coder-combat)

I built a real-time, one-on-one web-socket powered programming competition that simulates both the pace and intensity of a technical interview. During a match, players see each others' progress in real-time, and race to pass a suite of pre-determined tests.



“By designing and building beautiful, functional and intuitive user interfaces,

I deliver seamless and memorable experiences in my web applications.

I know funnels well enough to intrinsically develop apps to optimize for conversion.”

## Coding Insight

I loved tackling the game mechanics that come hand in hand with building a real-time game on top of web sockets. Assigning users to rooms, handling disconnection and keeping clients in sync required significant planning in my Node.js server architecture. My code leans heavily on optimizing the use of Node's event-driven nature to balance these priorities.

### WEBSITE

[www.tylermcginnis.com](http://www.tylermcginnis.com)

### BLOG

[www.tylermcginnis.com/blog](http://www.tylermcginnis.com/blog)

### LINKEDIN

[linked.com/in/tylermcginnis33](https://linked.com/in/tylermcginnis33)

### GITHUB

[github.com/tylermcginnis33](https://github.com/tylermcginnis33)

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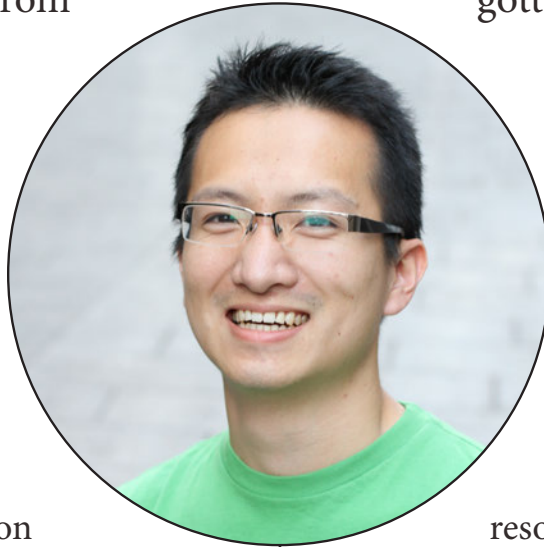
Frameworks & Libraries



# Will Ngo

- Started writing code ~12 years ago
- Built ColdFusion app to track work orders for an I.T. helpdesk.
- B.S. in Cognitive Science from UC Merced

“I find troubleshooting code easy because I’ve done it so often over the years since I’ve started to learn to program that I’ve gotten into a routine of checking things methodically without even realizing it.”



## Key Project

**NOMinatr**  
[nominatr.com](http://nominatr.com)

Nominatr helps groups decide where they should dine out by creating a poll for users to vote on their favorite choices. I built an auto-complete feature for restaurant names based on user-provided location data, and to display ratings, price and addresses to help users make informed decisions.

## Coding Insight

I participated in a code challenge where the automated tests were reporting that my optimized solutions were running for too long. Frustrated, I resorted to precalculating all results, and generating code that ran in constant time. (I set it up so that if the tests submitted non-precalculated input, I would know.) Then I proved to the developer of the test suite that there was something wrong with the tests!

WEBSITE  
[mrngoitall.net](http://mrngoitall.net)

BLOG  
[mrngoitall.net](http://mrngoitall.net)

LINKEDIN  
[linkedin.com/in/willngo87](https://linkedin.com/in/willngo87)

GITHUB  
[github.com/mrngoitall](https://github.com/mrngoitall)

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