

SHAWN FRAISTAT

WEB DEVELOPER | EDUCATOR | PLAYWRIGHT

Summary

Full-stack web-developer with a lifelong love of programming and deep commitment to social justice. The time I spent in the ivory tower left me hungering for ways to make a concrete difference in the world. Pursuing a career in tech will allow me to employ my passion for coding to create products and services that will improve people's lives.

Skills

HTML, CSS, Javascript, Ruby, SASS, JQuery, AJAX, Bootstrap, React, Ruby on Rails

Employment

General Assembly

Web Developer in Training

Providence, RI
Oct. 2018 to Current

Completed four full-stack web applications as part of a 500+ hour immersive course that prepares students for a career as full-stack web developers. My projects include:

Petsitter.io:

Petsitter.io is a full-stack web application that allows users to search for pet sitters in their area, filtering by location, price, pet type, and so on. Users can also sign up as sitters, making their information available to prospective clients. The app employs Javascript and React on the front-end, and Ruby on Rails on the back-end. It also utilizes a third-party API to calculate the distance between clients and sitters based upon their zip codes.

Encourage:

This project is a full-stack web application built using Javascript and Ruby on Rails that allows users to view and share pieces of advice or encouragement relevant to their interests. Users are able to like and favorite pieces of advice that resonate with them, as well as to submit pieces of their own which I am able to approve or reject by accessing the site in an administrator role. The program also performs sentiment analysis on whatever piece of advice or encouragement is currently being viewed, giving it a score from -5 to 5 based on whether it is expressing negative or positive emotions, and re-coloring the app's background accordingly.

Tic-Tac-Toe:

A tic-tac-toe client built using Javascript that allows users to play a game of tic-tac-toe against themselves, another person online, or an AI opponent with three different difficulty settings. It communicates with a third-party API, enabling users to save and load games, as well as to connect and play against other human players online.

Brown University

Visiting Scholar

Providence, RI
June 2018 to Current

Postdoctoral Fellow

Sept. 2016 to May 2018

Visiting Lecturer

Jan. 2015 to May 2015

University of New Hampshire

Lecturer

Durham, NH
June 2018 to Aug. 2018

Quinnipiac University

Lecturer

Hamden, CT
Sept. 2014 to May 2016

Yale University

Lecturer

New Haven, CT
June 2014 to May 2015

Contact

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Education

Yale University

Ph.D., Political Science, 2014

M.Phil., Political Science, 2010

M.A., Political Science, 2010

London School of Economics and Political Science

M.Sc., Political Theory, 2006

University of Maryland, College Park

B.S., Government and Politics, 2005

B.A., Philosophy, 2005

Awards

Charles Koch Foundation · Postdoctoral Fellowship 2016

Institute of Humane Studies · Humane Studies Fellowship 2012

Yale University · Dissertation Fellowship 2011

Yale University · Graduate School of Arts & Sciences Doctoral Fellowship 2006

Yale University · Sterling Prize Fellowship 2006

Activities

Playwriting

Co-authored over eight full-length plays with Ann Fraistat, including *Romeo and Juliet: Choose Your Own Ending*:

<https://www.playscripts.com/play/2558>