

Stéphane Dreyfus

766 Kansas St. #4 San Francisco, CA 94107 (928) 713-4786
[linkedin.com/in/stephane-dreyfus](https://www.linkedin.com/in/stephane-dreyfus) stephanedreyfus.com

floatingrock@gmail.com
github.com/stephanedreyfus

SKILLS

Languages

JavaScript (ES6+), Python, SQL

Frameworks

React, Redux, Django, Flask,
Node.js, Express

Technical Skills

jQuery, PostgreSQL HTML5,
CSS3, Bootstrap, OOP, Restful
API, DOM,
Unix/Linux, Git

EXPERIENCE

Springboard, TA, *San Francisco*

January 2020 - Present

- Question acceptance time under thirty minutes.
- Assist students with a wide range of fullstack engineering questions.

Triveni Yoga, Co-Founder, *San Francisco*

September 2013 - Present

- Co-founded an international health and wellness company focusing on holistic yoga teaching, spiritual retreats, and motivational speaking; company touched over 15k+ students and sustained 52% revenue compound annual growth rate (CAGR) from 2014 to date.
- Entered Chinese market focusing on elevating the quality of country's premier yoga teachers; today 25+ Triveni influenced studios operate across China's major cities (Beijing, Shanghai, and more).
- Designed western world's first basic Sanskrit language workbook for yogis and associated course; licensed and distributed module across dozens of partnered yoga schools.
- Partnered with YogaTree as 'premier teachers' to help launch their Potrero Hill location, growing their student base 10x in the first year of operation; YogaTree helped build Triveni's USA platform with co-marketing efforts.
- Consulted for TrustBridge China, an innovative children's school emphasizing creative experiences; designed 600 square foot 'maker space,' and curriculum for hands on workshops.

The Bachelor & The Bachelorette, Assistant Editor - *Los Angeles*

June 2003 - Jan 2010

- Digitized, organized, and prepared footage supporting content preparation of popular TV series, resulting in 3 promotions from entry level to supervisor in 4 years.
- Created a repository of practices around raw footage management and show output, decreasing new employee ramp time by 29%.
- Collaborated with 7+ teams while managing 10+ workflows central to the production of weekly show under tight deadlines; successfully producing 142 episodes across 11 seasons.

Personal Projects - San Francisco

May 2019 - Present

- 4 week internship with Rithm; selected to work in agile group on production code using Django; added 5 new webpages and implemented security middleware on search page.
- [Warbler](#); a Python based Twitter clone with basic functionality, making use of a complex relational database, user authorization, and HTML templating.
- [Memory Card Game](#), html and Javascript based game using adaptive design.
- [Giants & Halflings](#), a React based dice gambling game: under construction.

EDUCATION

The Rithm School, San Francisco - *Fullstack Software Development*

January 2019 - May 2019

- Joined 16 week coding bootcamp following passion to explore computer science; learned to build increasingly complex full stack web applications using many tools, such as RESTful APIs, React and React Redux, relational database schemas.

UC Santa Cruz, Santa Cruz - *Film/Video*

September 1994 - May 1998