

## PROFILE

Full-Stack developer seeking opportunities for growth and mentorship in a fast-paced and collaborative environment.

## CONTACT

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# PROFESSIONAL SKILLS

### **LANGUAGES**

- React.js
- React Native
- Python
- Ruby
- Javascript
- HTML/CSS
- SQL

## FRAMEWORKS AND LIBRARIES

- Rails
- Sinatra
- JQuery/AJAX
- Electron JS

## DATABASE AND VERSION CONTROL

- ActiveRecord
- PostgreSQL
- Git/Github

### **METHODOLOGIES**

- Agile Development
- Test Driven Development (TDD)
- Behavior Driven Development (BDD)
- Object Oriented Programming (OOP)

## EDUCATION

## **FULL STACK WEB DEVELOPMENT**

• New York Dev Bootcamp

## BACHELORS OF SCIENCE IN BIOCHEMISTRY

• Rutgers University

## **PROJECTS**

#### **BROOKPINGE**

Client Project | Rails Web app for apartment and tenant management

- Technologies used: Rails, Bootstrap, HTML, CSS and Javascript
- Built a full crud web app using Rails MVC architecture to allow client to easily maintain tenant and apartment information
- Designed a receipt webpage using Bootstrap and CSS with pre-filled tenant information from Rails database, so client can easily print out and mail out every month

### **PDF TO CSV**

Client Project | Data entry software that converts and pulls out important information from pdf files

- Technologies used: Tesseract, Python, Ruby, ElectronJS, HTML and CSS
- Utilized Python script to batch process PDFs and Tesseract to perform optical character recognition to extract text from PDFs
- Used Ruby to extract data from text files and perform data entry into csv files
- Designed a GUI using ElectronJS, HTML and CSS to run python and ruby scripts

### **VARIOUS WEBSITES**

Client Project | Front end design of various websites for startups

- Technologies used: HTML, CSS, Bootstrap and Javascript
- Created responsive websites using HTML, CSS and Javascript for startups based on specifications provided

## PAN-MAN (github.com/steveny91/panman)

Capstone Project | Mobile scavenger game that utilizes geolocation inspired by Pokemon Go and Pacman

- Technologies used: React native, Rails
- Used React native to create a mobile app that can be compiled for both Android and Iphones
- Created and hosted Rails backend to store and retrieve user information
- Designed gameplay logic based on features and restrictions such as the spawning and movement of non playable characters and treasures on map
- Used various options of Google maps for player tracking and design of front end

## **MADAME ROUGE** (github.com/steveny91/MadameRougeReact)

Capstone Project | Crowd sourced restaurant web application that allows the owner to edit the menu weekly.

- Technologies used: React, Rails and Materialize
- Constructed and deployed Restful backend API with Rails and Heroku
- Created algorithms to connect React client-side with API for retrieval and submission of data
- Designed front-end using CSS and Materialize

### EXPERIENCE

## LAB MANAGER & RESEARCH TECHNICIAN

Weill Cornell Medicine | Jan 2015 - Sept 2016

- Managed costs and funds of multiple projects
- Oversaw general operation of laboratory, assuring supplies were in stock, and resolving lab issues following complaints from staff.
- Mentored new workers and volunteers on different laboratory skill and best practices
- Wrote SOP's for new laboratory equipment and techniques, resulting in cost savings for the lab.
- Facilitated weekly lab meetings with internal and external collaborators