Tara Strauss

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Full stack developer from New Jersey who first learned to code by watching my dad as a kid. After programming in high school a bit, I took a break to work in the entertainment industry. I rejuvenated my passion for computers at General Assembly's Web Development Immersive and fell in love with coding all over again. Watch out - I can now pun in 4 languages!

SKILLS

Javascript, jQuery, CSS, HTML5, Angular, MongoDB, Express, Node.js, Ruby on Rails, PostgreSQL, Active-Record, Bootstrap, Type 95 WPM, Proficient in After Effects, Final Cut and Photoshop.

GENERAL ASSEMBLY & RELEVENT PROJECTS

Inform, Developer   December 2015
MEAN stack application designed to encourage voters to be informed on both sides of every issue. My focus went to token authorization, back-end logic and APIs.

ConShareto, Team Developer   November 2015
Worked with a team of peers to develop a concert-tracking application with an easy to use UI. My focus was on MEN stack back-end logic and Google Oauth.

Chef's Hat, Developer   October 2015
Developed recipe-sharing app using Ruby on Rails, PostgreSQL, Active Record and Bootstrap. Wrote all code with a focus on back end database development and privacy settings.

2048: Crisis, Developer   October 2015
Developed Justice League-themed clone of the hit iOS game "2048" using HTML, CSS, Javascript and jQuery. Wrote all code, including game logic, win/lose logic and design.

PROFESSIONAL EXPERIENCE

SpectreVision, Creative Executive   September 2012 – June 2015
Oversaw development slate for Elijah Wood's horror film company.

Akamai Multicast Spot, Writer/VFX Producer   January 2015 – March 2015
Wrote treatment and script for spot. Oversaw VFX pre-vis production schedule.

KeyPix Productions, Development Executive   October 2011 – September 2012
Provided insight and notes on scripts in development, pitched new project ideas.

Battlestar Galactica, Assistant to David Eick   September 2010 – July 2011
Took notes in writers' room in addition to administrative tasks.

Endeavor Agency, Story Department Analyst   October 2008 – May 2009
Provided script coverage and notes for highest priority projects.

DreamWorks Animation, Intern   May – August 2006
General support for the *Bee Movie* Art Department.

EDUCATION

University of Southern California, Los Angeles
Bachelor of Arts in Cinema-Television, Class of 2008 *Cum Laude*

The Film and Television Academy of Performing Arts (FAMU), Czech Republic
Semester Abroad, Spring 2007