PAUL STONEBRAKER
SOFTWARE ENGINEER

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SKILLS
React, Redux, Javascript, HTML, CSS, Python, Ruby, Rails, Linux, SQL, SQLite3, Mongoose, MongoDB, Node.js, Express.js

PROJECTS

PhanCamp (ReactJS, Redux, Ruby on Rails, PostgreSQL)   live | github
A full-stack, single-page app clone of bandcamp where users download, upload, and stream music
- Implemented custom user authentication on both the frontend and backend, cleanly and temporarily rendering any authentication errors to maintain a lightweight, modern user experience
- Developed framework for CRUD cycle of music files, utilizing either Amazon Web Services (AWS) in conjunction with Rails Active Storage to download, upload, and stream music, or the 3rd party Phish.in API to make available 1600+ concerts for streaming without storing music files on my AWS servers
- Incorporated MVC architecture with Polymorphic associations, reducing the number of required tables by ~38%

Progress Slacker (Mongoose, MongoDB, Express, React, Node.js, Canvas)   live | github
A single-page, MERN stack meme creator, with the ability to upload pictures of friends to meme in a fun way
- Oversaw a team of three other software engineers, coordinating even sharing of responsibilities and ensuring completion of tasks by appropriate deadlines
- Overhauled both frontend and backend to store user uploaded images as strings, maximizing efficiency in both storage space on MongoDB and rendering time
- Administered all aspects of production deployment using Heroku, ensuring project remains online with constant up-time

Space Dad (Javascript, Canvas, Aseprite, Pixelorama)   live | github
A turn-based card game where users pilot a ship to destroy enemies to get Space Dad home in time for dinner
- Produced multiple non-player characters with logic that determines their actions in real-time based on in-game conditions
- Generated multi-frame assets with Aseprite and Pixelorama, employing canvas in tandem with request animation frame to display smooth animations
- Utilized JavaScript to dynamically create a player's deck based on their preliminary choices at the start of the game, then randomly draw from their shuffled deck to simulate a table-top experience

EXPERIENCE

Manager   Feb 2018 - March 2020
Social Media Manager   Sept 2012 - April 2017
Gilly's Craft Beer & Fine Wine
- Implemented shortcuts in POS that increased employee efficiency at the terminal by over 200%
- Ensured flawless ownership transition, moving to a new role as kitchen manager. Created new systems that decreased ticket-times in the kitchen by 30%. Negotiated with vendors and designed new inventory system that saw a decrease in costs by 20%
- Trained new hires in POS use, guest interaction, and inventory management, cutting our training period length in half

Territory Sales Manager   May 2017 - Jan 2018
Jailbreak Brewing Company
- Revitalized existing accounts, mending previously stagnant relationships to regain market-share
- Planned events ranging from tastings to outdoor street festivals, increasing brand-recognition and social media engagement
- Fielded inquiries from customers and resolved issues, leading to greater customer satisfaction and more prominent displays

EDUCATION

Web Development - *App Academy | Immersive 16-week web dev program; 1000+ hours of coding; 100% on every exam | Feb 2021*
BS Geology Courses Taken - *University of Montana | 2010 - 2011*
BA Music Courses Taken - *SUNY-Stony Brook | 2007 - 2008*