

Zachary Barovsky | Software Engineer

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<https://www.linkedin.com/in/zbarovsky/> | <https://github.com/zbarovsky> | <https://zackbarovsky.dev/>

As a Software Engineer with a background in psychology and social work, I am able to adapt to rapidly changing situations to best support coworkers and clients to visualize and achieve their goals through creative problem solving. Experience in Javascript, Typescript, React.js, Node.js and SQL dialects.

Skills

Languages: Javascript, Typescript, Python, HTML, CSS, SASS, Swift, C#

Frameworks & Libraries: React.js, Next.js, Node.js, Express.js, Flask, Bootstrap, Mongoose

Databases & Structures: SQL(PostgreSQL, SQLAlchemy), NoSQL(MongoDB), Rest API's

Version Control & Testing: Git, Github, Postman

Methodologies: Object Oriented Programming, Authentication, Agile/Scrum

Projects

2021: A Zombie Survival Game - Video game where users control a character and slay both zombies, and a final boss zombie inside of a house.

- Project built using Phaser.io

Dungeons and Dragons Encounter Tracker - Web application that allows users to create and save combat encounters for role playing games.

- Solo project built using Javascript, Ejs, Express.js, PostgreSQL, and Bootstrap while querying dungeons and dragons API.

Stay Inside - Social networking app that allows users to create and attend online events with friends

- Project lead, version control manager, and lead backend developer in group of four developers
- Built using Javascript, React.js, MongoDB, Mongoose, Bootstrap

Help Wanted - Web application designed for users to search for teachers of various skills online to learn new skills online in one on one sessions.

- Project lead, version control manager, and full stack developer in group of four developers
- Built using Next.js, Typescript, Bootstrap, MongoDB, and Stripe

Breaking Bread - Hackathon proof of concept where users read a relevant political article and then enter a one on one chat with a user with different political beliefs to find common ground on topics

- Project lead, version control manager, and full stack developer in group of three developers and four designers
- Built using Javascript, Next.js, and Bootstrap

Cryptocurrency Converter - Web application where users can up to date exchange rates between top cryptocurrencies.

- Solo project utilizing Javascript, React.js, and Coinpaprika API.

Bloom - Web application for users to track GKI levels over time.

- Project lead, version control manager, and front end developer in a group of four developers and four designers.
- Built using Javascript, React.js, SCSS, and D3 for graph visualization.

Experience

Teaching Assistant, General Assembly

01/2021 - Present

- Assist current General Assembly Software Engineering Immersive students develop and further their understanding of technical skills taught during course through group and one-on-one sessions.
- Articulate complex problems for students in a clear and concise manner.
- Reinforce concepts in Javascript, Python, HTML/CSS, frameworks such as React.js and Node.js, and SQL and NoSQL databases, and more.

Case Manager, Sound

08/2017 - 05/2020

- Managed small group of clients, providing support with finances and medication adherence to reduce recidivism, and increase time maintaining housing amongst high risk population.

Education

Software Engineering Immersive, General Assembly

05/2020 - 08/2020

- Three-month, 500-hour full-time and full-stack program conducted in a remote setting, providing experience with the latest front- and back-end programming languages, tools, and methodologies including: HTML, CSS, SASS, Javascript, jQuery, PostgreSQL, MongoDB, Ruby, Ruby on Rails, AngularJS, NodeJS, ReactJS, Wordpress, Git, Github, and Agile/Scrum.

BA Criminal Justice, emphasis on Forensic Psychology, Seattle University, Cum Laude **2017**

BA Psychology, Seattle University, Cum Laude **2017**

AA Behavioral Science, San Jose City College, Cum Laude **2014**