

## Skills

**Technologies** JavaScript, React/Redux, Redux-Saga, GraphQL, Ruby on Rails, PostgreSQL, Git, HTML5, CSS

**Other Technologies** Docker, i18next, Three.js, jQuery, Vue.js

**Other** Fluent in Portuguese; conversant in Spanish and French; experience with Figma, GIMP, R

## Experience

### AeroFarms

November 2019 – Present

*Associate Software Engineer*

*Newark, NJ*

- > Built the frontend interface for a new manufacturing execution system (MES) for a vertical farm, using React components and Redux-Saga state management, with GraphQL for handling queries and data organization.
- > Worked closely with a UI designer to create, and revise designs for the new MES frontend, with an emphasis on creating an intuitive, frictionless interface that farm workers can use on both desktops and tablets.
- > Contributed to backend development of the MES by creating and debugging object models and SQL migrations.
- > Handled occasional maintenance and updates on a legacy farm management software platform that uses MySQL, NodeJS, and AngularJS.

## Projects

### VousTube

[voustube.herokuapp.com](http://voustube.herokuapp.com) | [github.com/AlexandroStrauss/VousTube](https://github.com/AlexandroStrauss/VousTube)

*A full-stack, single-page video app inspired by YouTube, using Ruby on Rails, React/Redux, HTML5, and CSS3.*

- > Adapted the standard HTML5 video player with keydown event listeners and custom logic to greatly expand upon the default video controls, while using CSS3 to mimic YouTube's styling.
- > Connected multiple React components to replicate the look and functionality of YouTube features like the navigation bar, video index, and comments section within a single-page app.
- > Implemented AWS file storage, letting users upload videos and preview thumbnails that persist to the site and can be viewed by others, and used HTML5 Canvas to automatically create and upload a default thumbnail.

### Downforce

[alexandrocodes.me/Downforce](http://alexandrocodes.me/Downforce) | [github.com/AlexandroStrauss/Downforce](https://github.com/AlexandroStrauss/Downforce)

*A 3D JavaScript and HTML5 Canvas racing game with custom physics, built using the Three.js library.*

- > Leveraged Three.js to create a simple physics engine that allows a car to accelerate, brake, and turn in 3D space and maintain inertia; basic downforce modeling allows cars to handle differently at different speeds.
- > Created a heads-up display with HTML5 and CSS3 that renders real-time speed and timing information.

## Education

### App Academy

2019

*Full Stack Web Development*

*New York, NY*

\* Immersive, full-time software development course with a 3 per cent acceptance rate.

### Princeton University

2011 – 2015

*BA, Psychology*

*Princeton, NJ*

- > Relevant coursework: *Computer Science: An Interdisciplinary Approach; Introduction To Engineering Statistics.*

## Other Work Experience

### The Onion

July 2017 – Present

*Onion Headline Contributor*

*Remote*

### RotoWire

July 2018 – April 2019

*Fantasy Sports Writer / Translator*

*Remote*

### Branding Science

August 2015 – July 2016

*Graduate Research Executive*

*Plainsboro, NJ*

- > Conducted pharmaceutical market research studies of patients' and doctors' experiences living with and treating hemophilia B, osteoporosis, psoriasis, and other chronic conditions.
- > Worked directly with major pharmaceutical companies like Merck, Sanofi, and Novo Nordisk, drafting proposal and presentation decks for five- and six-figure research contracts, and built weekly decks updating clients on project progress.
- > Gathered interview data from dozens of doctors and patients around the globe with each contract, compiling it into Excel sheets and analyzing the findings for inclusion in the final project report.