Rachael Passov > rachael.io

Web application developer / designer

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San Francisco, CA

Objective

I'm a front-end web developer with a love for UI and UX design. I like to stay current on modern web technologies and to design and create cool things. I'm looking to join a team of fun, like-minded people and work on projects that keep me challenged and engaged, while giving me plenty of opportunities to learn and grow my skill set.

Skills

The Basics	HTML5 | CSS3 | Sass | JS (ES2015) | Python
Design	Responsive Design | UX Design | Workflows | Wireframes | Mockups | Rapid Prototyping
Frameworks	React | Angular | Django | Express | Flask
Notable Libraries	lodash | Redux | Material UI | jQuery | jQuery UI | Bootstrap | Compass
Build Tools	Webpack | Gulp | Grunt | *Free of refresh – Browsersync and HMR / Sass + JS together at last*
Containers	Docker | Vagrant | VirtualBox | *Immutibility and reusibility are key*
Databases	SQL | NoSQL | Elasticsearch
Other	Git | Dokku | CircleCI | Bash4 | DigitalOcean | Agile

Experience

[2016 — Present] OpenTable
Software Engineer

- Member of a dedicated team responsible for an internal library of Angular web components.
- Part of an effort to convert existing code and move to a library of cross-framework components.

[2013 — 2016] Vertical Knowledge
Web Application Developer

- Began as one of the first two members of the brand new web apps department. There was no existing web apps expertise at the company so we had to be self-coaching.
- Initially worked in a fast-paced rapid prototyping environment with limited managerial direction. Researched and implemented new technologies for every project we started.
- Built complex UIs using JavaScript, HTML5 and CSS3. Wrote a few of my own jQuery plugins and extended some existing ones.
- Converted a large existing code base (~20,000 lines of Python, JS, HTML, and CSS) to use modern technologies such as Sass and Gulp/Grunt. The Sass for this particular project was completely themeable and controlled from a central, well-documented variables file. Site components were modular and themeable to be any color in the theme's palette simply by adding a class name.
- Used my experience in Human-Computer Interaction Design to take lead in developing a UI / UX design workflow for new projects and feature sets.
- Eventually designed and iteratively developed several large web applications. Used frameworks such as React, Angular and Flask; all applications had fully automated builds and deployments and were developed using a git feature branch / pull request workflow.

	· Took lead on designing, implementing and maintaining the CSS / Sass structure of every project. · Wrote a CSS & Sass styleguide / rulebook for the web apps department. · Became comfortable debugging Javascript performance issues using the developer console and Javascript profiler (Chrome, Chrome Canary). · Part of a small team with constantly evolving Agile methodologies that we iterated on during retrospectives every few weeks. The workflow of our department was eventually used as a model for other departments within the company. · Due to the confidential nature of the work I did at VK, a portfolio of my contributions is unavailable. However, demos of individual projects can be arranged by VK on request.
[Fall 2011]	**Cornell University Department of Information Science** Teaching Assistant, INFO 3450 Human-Computer Interaction Design
	· Acted as project assistant to 5 project groups for the duration of the semester, ensuring they fulfilled project requirements and stayed on schedule. · Graded exams and projects. · Facilitated communication between students and the professor, doing things like explaining grades and screening questions.
[Spring 2011]	**Cornell University Department of Information Science** Research Assistant, Professor Dan Cosely
	· Worked with a research team on Goalmometer, a study of how people motivate themselves to accomplish their goals. · Designed Goalboard, an application that encouraged people to achieve their goals and could be used as a collaborative tool. (Goalboard was a design experiment and was never implemented.) · Gave interviews during the early phases of the design process in order to isolate a small number of concrete goal types that all goals could fit into. Used these goal types to inform our design process. · Personally conducted a lot of user testing, both live (using mockups) and by designing online surveys. · Proof that I existed (Project Blurb at ReImagination Lab)
[Summer 2009]	**Parker Hannifin Gas Turbine Fuel Systems Division** IT / Web Programming Intern
	· Developed a web front-end for a MySQL database and maintained existing code for database access and lab machines. · Automated some routine inventory tasks that were causing hours of manual labor every week. · Designed and implemented a social and news website for the department, including staff blogs and a forum for collaboration.

Education

[2008 — 2012]	**Cornell University** Bachelor of Arts (BA), Information Science
	Spent 2 years as a CS major and engineer and 2 years as an IS major and student of arts and sciences. The IS major at Cornell has a lot of breadth. I got pretty involved in Human-Computer Interaction Design, and also took courses in web dev things like databases and web apps (primary focus Human-Centered Systems, secondary focus Information Systems).

	Cornell University - Notable Courses

	`INFO 3300 Data-Driven Web Apps`
	Created a Facebook application that found mutual Steam multiplayer games, or suggested new ones based on each player's Steam recommendations.
	
	`INFO 3450 Human-Computer Interaction Design`
	Designed the interface for a tablet device that would help musicians store and practice their music.
	
	`INFO 4400 Advanced Human-Computer Interaction Design`
	Designed and compared several physical control schemes that used the Microsoft Kinect for non-Kinect games.
	
	`CS 5150 Software Engineering`
	Part of a team that created dual mobile and web applications to serve as a UI for GPS data from the local city busses. Primarily handled design and QA.