ADAM MOFTAH

(917) 513-2900   adam.moftah@gmail.com adammoftah.com   LinkedIn   Github   New York

SKILLS

React, Redux, Ruby on Rails, JavaScript, Ruby, Express, Jest, Node.js, PostgreSQL, MongoDB, Webpack, Git, HTML5, CSS3, Heroku, Adobe Creative Cloud, Unity

EXPERIENCE

Software Engineering Career Coach   July 2020 – Present
App Academy, New York NY
• Manage, code review, and debug individual and group student projects, ensuring code quality and user experience are of professional standard.
• Administer mock interviews to job seekers, assessing and improving proficiency in data structures, system design, and communication skills.
• Project manage an initiative to implement closed-captioning on instructional videos as a member of App Academy's Diversity, Equity & Inclusion (DEI) Committee.
• Facilitate a bi-weekly committee, comprising members of various internal teams, to review hiring opportunities at partner companies for graduates as well as bi-monthly hackathons, cultivating a positive job search process for students.
• Develop and deliver lectures to cohorts of students on various SWE job search topics, ensuring efficient job application strategy, as well as preparation for coding challenges and technical interviews.

Mixed Reality Research Fellow   May 2018 – May 2019
Yale Center for Collaborative Arts & Media, New Haven CT
• Conducted research on Embodied Navigation, a newly-developed method of virtual reality navigation produced at Yale aimed at increasing accessibility and immersion.
• Presented VR research investigating forms of virtual navigation at multiple conferences and summits internationally.
• Collaboratively developed VR pieces integrating Embodied Navigation within virtual immersive experiences.
• Facilitated over 20 submissions to a VR art exhibition, showcasing Embodied Navigation at the IEEE GEM Conference.

PROJECTS

Stack Overwhelm   Live Site | Github
A Stack Overflow-inspired single-page web application created using React, Redux, Ruby on Rails, and PostgreSQL.
• Created a simple, elegant UI through logical styling and employment of customized JavaScript page assets.
• Designed and produced custom assets for the site, including a banner, logo, and favicon using Adobe Illustrator.
• Leveraged Rails polymorphic associations for votes on questions and answers, practicing DRY coding patterns and streamlining backend functionality.

Feuding Friends   Live Site | Github
A live multiplayer Family Feud game collaboratively developed with MongoDB, Express.js, React, and Node.js
• Designed and developed the game onto Heroku with consideration for both desktop and mobile views for increased player accessibility.
• Utilized socket.IO to synchronize a shared state amongst players in a given gameroom enabling consistent communication through timed rounds of the game.
• Produced assets such wireframes, a logo, and a favicon through Adobe XD and Illustrator
• Practiced collaborative Git workflow practices through pull request reviews, code merging, virtual pair programming, enabling efficient, concurrent development.

Sound Sight   Live Site | Github
An audio-visualizer developed using JavaScript, D3.js, and browser Web Audio API
• Utilized JavaScript to preload audio onto the site as well as enable user uploaded audio.
• Created custom visualizations of audio data based on analysis of frequency data derived through Web Audio API.
• Designed an effective UI intended for ease of use and streamlining of functionality.

EDUCATION

App Academy — An 1000+ hour full-stack web dev. bootcamp with <3% acceptance rate   Jan. 2020 – May 2020

Yale University, BA — Art, Graphic Design concentration   Aug. 2015 – May 2019
        Relevant Coursework: Intro Computer Science, Mathematical Tools for Computer Science, Internet & Web Design