

## RECENT EXPERIENCE

### **BookNook** | Remote

*Engineering Lead*

*Senior Software Engineer & Tech Lead*

*Senior Software Engineer*

**Jan 2021 – Present**

*Jul 2023 – Present*

*Sept 2022 – Jul 2023*

*Jan 2021 – Sept 2022*

In my three years at BookNook, I have been promoted twice, and currently manage a team of three engineers. In addition to my technical responsibilities I've mentored team members, conducted interviews, created onboarding materials, and improved planning and scoping processes which resulted in normalizing sprint velocity on a scrum team.

- Collaborated with senior colleagues to plan, scope, and deliver features on the education platform for synchronous tutoring that supported over 6000 simultaneous student tutoring sessions.
- Led planning and development for a schedule management system for users to book appointments.
- Managed dependency updates, including migrating several codebases from Node 14 to 20 within 12 months.
- Developed reporting features that increased focus on privacy. Designed systems that made it easy for future work to protect student data and PII and Implemented security updates including extensive authentication and authorization updates, remediated vulnerabilities discovered through an external pentest.

### **Mouse** | New York, NY

*Software Engineer, Learning Design*

*Learning Design Manager*

*Learning Network Coordinator*

**Sept 2014 – Jul 2020**

*Jul 2018 – Jul 2020*

*Jul 2015 – Jun 2018*

*Sept 2014 – Jul 2015*

While at Mouse I transitioned into a software engineering role from one where I was writing technology curriculum and managing a team who trained educators on using our curriculum with their students.

- Built and contributed to full stack applications using React and Vue.js frontends for student and teacher facing curriculum platforms, including migrating our main curriculum platform from server rendered templates to a Vue SPA. Containerized the platform with Docker to improve local environments.
- Built a Ruby on Rails analytics platform that compiled user and school based metrics, and adhered to strict privacy guidelines required by COPPA compliance which were used in successful grant applications and reports.
- Built various apps that paired with curriculum on encryption, game design, and chatbots.

## NOTABLE WEB PROJECTS

### **A Blog Post With Every HTML Element** | [patrickweaver.net/blog/a-blog-post-with-every-html-element](https://patrickweaver.net/blog/a-blog-post-with-every-html-element)

This project was inspired by learning more about web accessibility, and a desire to learn more about what features I could implement with HTML instead of JS. It became a research project about HTML, where to use every element in the post I had to learn about their semantics and implementation.

### **Record Player** | [record-player.glitch.me](https://record-player.glitch.me), [github.com/patrickweaver/record-player](https://github.com/patrickweaver/record-player)

A computer vision enabled app that combines the Google and Spotify APIs to identify albums from a photo of an album cover. "New App Is Basically Shazam for Album Covers" - Pitchfork

## SKILLS

**Technology & Frameworks:** JavaScript, Node.js, React, TypeScript, HTML, CSS, Postgresql, SQL, Git  
Vue, Ruby on Rails, Python, Django, Docker, MySQL, Rust, Swift, SwiftUI, SQLite, Lua

## EDUCATION

### **Recurse Center** | New York, NY (Remote)

**Fall 2020**

Participated in a 12 week batch and focused on building a real-time map of the NYC subway system.

### **University of California, Santa Cruz** | Santa Cruz, CA

#### **Bachelor of Arts Degree**

**2008**

Double Major: Language Studies (Linguistics) and Modern Literature