

Stephen Cohen

Software Developer

(512) 992-7658

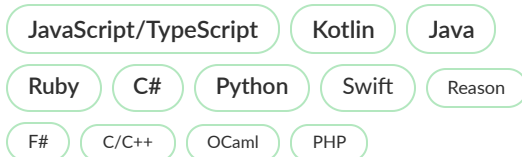
stesen@outlook.com

SKILLS

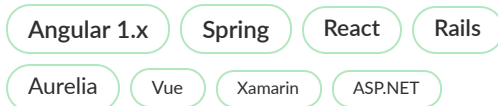
- A quick and eager learner
- Experience with agile and remote teams
- Proficient with HTML/CSS/JavaScript
- Highly familiar with SPA frameworks
- Experience with multiple REST frameworks
- A polyglot with a diverse generalist skillset
- Experience writing automated tests

TOOLS

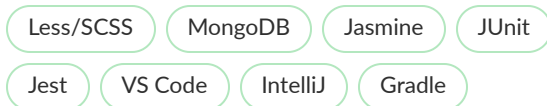
Languages



Frameworks



Other



EDUCATION

University of Rochester

Class of 2018

Computer Science (BS)

TALK TO ME ABOUT

Cooking, baking, cats, geocaching, and video games.

WORK EXPERIENCE

Software Engineer at Wefunder

San Francisco, CA // July 2021 - Present

Helping to build the world's largest Regulation Crowdfunding platform

Software Engineer at Solü Technology Partners

Rochester, NY // July 2018 - July 2020

- Developed a tool to largely automate the conversion of SQR to Python
C# 7
- Contributed to initial development and release of Paychex HR Document Management platform
Java 8, Spring Boot 2 MVC, ES5, AngularJS 1.6, Less
- Spearheaded the development of a complex ETL pipeline for a new client in the financial sector
Python 3.6, SAP ASE
- Led the UI development for the first release of Paychex's HR Connect platform
ES5, AngularJS 1.6, Less
- Led initial back-end development for a new internal Solü application for training and assessments
Kotlin 1.3, Spring Boot 2.2 WebFlux functional, MongoDB 4.2

IT Intern at Continental LTC Inc.

Austin, TX // June 2017 - August 2017

- Refactored complex master SQL Server Reporting Services template into smaller, domain-specific templates
- Developed SSRS reports against a complex SQL Server database

Web Developer at Edu.Chat Inc.

Englewood, NJ (Remote) // October 2016 - May 2017

- Laid groundwork for Edu.Chat's web front-end by setting up project structure/tech stack
- Contributed to initial web front-end development
ESNext, React, Redux, Redux-Saga
- Established a code style guide incorporating elements from the Google and Airbnb guides

Web & Mobile Developer at Interdimensional Games Inc.

Vancouver, BC (Remote) // June 2013 - August 2016

- Developed launch website for upcoming title The Tower
- Developed interactive online "command line" for delivering narrative content
PHP, WordPress, ES5, JQuery
- Developed complex internal writing tool for content authors
ESNext, Electron, Aurelia, XML
- Worked on team's first mobile project, Whispers From The Rift
C#, Xamarin