

# Jake Levi

Software Engineer | [LinkedIn](#) | [GitHub](#)  
New York, NY

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## TECHNICAL SKILLS

React.js, Redux.js, Ruby, Ruby on Rails, JavaScript, jQuery, Python, HTML, CSS, Sass, Node.js, PostgreSQL, MySQL, MongoDB, Kubernetes, Docker, GCP, Git, Webpack, Chart.js, D3.js, socket.io

## PROJECTS

- VXN Games** | *(Full-stack Engineer)* live  
*A one stop shop for online party games.*
- Mutter Nonsense** | *(Full-stack Engineer)* live  
*A fill-in-the-blank no nonsense party game.*
- Speak Easy** | *(Full-stack Engineer)* live  
*A twist on classic bar trivia.*
- Phonic Frenzy** | *(Full-stack Engineer)* live  
*A fast-paced competitive word game.*
- Drawn Out** | *(Full-stack Engineer)* live  
*A soothing drawing game of antics and miscommunication*

## TECH

- Implemented a custom built API utilizing WebSocket connections and multiple services to validate users, connect them and serve them frontend pages seamlessly.
- Leveraged a Redis cache to keep track of global game state and user connections.
- Utilized the Web Audio API to bring dynamic and high fidelity audio to the users.

## EXPERIENCE

**Sr. Software Engineer** Dec 2019 - Present  
New Haven, CT  
*Voxion Inc.*

- Worked with a small team to create voice experiences utilizing cutting edge web technologies to create for a dynamic and engaging user experience.
- Integrated an analytics system into our team's platform to better track user behavior and conversion rates.
- Helped build a system to easily integrate our games to multiple deployment channels incorporating a custom built API.

## EDUCATION

**App Academy** 2019  
New York, NY  
*An immersive 1200-hour software engineering bootcamp. Admissions acceptance rate of 2%.*