

Erik Taheri

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TECHNICAL SKILLS

Technologies: Amazon Web Services, Google Cloud Platform, LAMP, LEMP, NPM, Git, WebGL.

Languages: HTML, Node, Java, JavaScript, Backbone, React, CSS, Python, PHP.

Proficient in: HTML, CSS (Stylus, Sass, PostCSS), Javascript, and Java; Understanding of front-end frameworks including Backbone, React, and build tools such as Webpack and gulp; Working knowledge of ES6 and ES7 and the Babel Javascript compiler; Back-end languages encompassing Node, PHP, Python, and frameworks, Express, Yii, and Django; Building Restful or GraphQL backends on relational or non-relational databases (MongoDB, MySQL, Postgres); Skilled at scalability and load-testing.

EDUCATION

UDACITY

Artificial Intelligence Nanodegree

Anticipated Completion: July 2017

Relevant Coursework: AI Agents, Search, Simulated Annealing, Constraint Satisfaction, Logic and Reasoning, Planning, Probability, Bayes Nets, Hidden Markov Models, Learning, Computer Vision

Canisius College, Buffalo, New York

College of Arts and Sciences

Bachelor of Science in Computer Science & Digital Media Arts, June 2014 Cumulative GPA: 3.69/4.0, Cum Laude

Relevant Coursework: Fundamentals of Computer Programming, Software Engineering, Data Structures & Management, Artificial Intelligence Programming, Operating Systems, Mobile Game Development, Digital Illustration, Filmmaking, 3D Modeling and Design.

PROFESSIONAL EXPERIENCE

Stink Studios, Brooklyn, New York

Senior Developer, April 2017 - Present

Developer, June 2014 - April 2017

- Specialize in front-end and back-end development, work with a multitude of technologies, and build performant, Pixel-perfect websites.
- Develop brand-focused websites and advertising websites for clients; Design web applications, native applications, and Apps.
- Work in Java, PHP, Node, and Python on the system side and Backbone, React, and Webpack on the tools side.
- Analyze technical and performance flaws in websites, devise logical solutions, and implement improvements that enhance site scalability and usability.
- Collaborate with co-workers in team settings, work on time-sensitive projects, brainstorm creative and unique approaches that make each project successful, and adhere to important deadlines.
- Establish strong working relationships with clients, ranging from Fortune 500 companies to International software companies, and meet their long-term goals.

EMT MEDIA, Brooklyn, New York

Founder, Freelance, 2011 - Present

- Specialize in web design and development, search engine optimization, and video production.
- Improve pre-existing websites and consult with clients to understand their long-term goals.

TEALS, Brooklyn, New York

Computer Science Teacher, September 2015 - January 2016

- Teach Introduction to Computer Science to sophomores and juniors enrolled at Brooklyn Millennium High School.
- Provide courses on problem-solving skills and the block-based programming language, SNAP.
- Instruct high school teachers on the fundamentals of computer science to ensure they can teach the curriculum to their students.
- Develop lesson plans on computer science that can be implemented into classrooms in the future.

PROJECTS

OCTOBER, Tech Lead

Craft beer editorial site by the Pitchfork team at Condé Nast. Built with React and based on a Django backend. Focused on accessibility and performance.

GOOGLE PRESENTS: THE HIDDEN WORLDS OF THE NATIONAL PARKS, Developer

WebGL 360 experience of five national parks. Built with React, Redux, and ThreeJS focused on performance across all platforms.

BRICKELL CITY CENTRE, Lead Developer

Large Scale Website and CMS build for Swire Properties' first development in the US. Built on Craft CMS to be exclusively managed and maintained by Swire Properties. The site includes many interactive experiences built with WebGL and SVG.

KRAFT MAC AND CHEESE - Brand Website, Lead Developer

Redesigned and redeveloped the iconic Kraft Mac and Cheese brand website. Built on Backbone as a "headless" decoupled website in order to support the client's back-end architecture.

HANDS WTF, Developer

WebGL experience built with ThreeJS, focused on performance across all platforms. Implemented device-specific rendering and optimization.

CAMARO SIX APP, Developer

Native App and web App built with Unity 3d and riotJS with server rendered templates for performance and accessibility. Back-end and api built on Express.

GOOGLE MADE W/ CODE, Developer

Redesign and development of the Made w/ Code website and Blockly coding projects. Developed a custom Blockly library for coding projects. Built on a python Google App Engine back-end.

MAD MEN GOOGLE PLAY, Developer

Web app containing over 300 unique pieces of content from the Mad Men series. Built with backbone on the front-end with server rendered templates for performance and accessibility. Built on python Google App Engine back-end.

AWARDS

- 2017** Webby - People's Voice - The Hidden Worlds of The National Parks
Webby - Honoree - Brickell City Centre
D&AD - Wooden Pencil - The Hidden Worlds of The National Parks
Communication Arts - Webpick - The Hidden Worlds of The National Parks
- 2016** FWA - Site of the Day - The Hidden Worlds of The National Parks
Awwwards - Site of the Day - The Hidden Worlds of The National Parks
FWA - Site of the Day - Hands.wtf
FWA - Mobile of the Day - Hands.wtf
Awwwards - Honorable Mention - Hands.wtf
- 2015** FWA - Mobile of the Day - Camaro Six
FWA - Site of the Day - Mad Men Google Play
FWA - Mobile of the Day - Mad Men Google Play
Awwwards - Honorable Mention - Mad Men Google Play

LEADERSHIP

- 2011 - Present** FIRST Lego League Team
Established a successful Intro to Robotics program for children ages 10-13, teach the fundamentals of building robotics, and enter students into local robotics competitions.