JEREMY ROSE

Software Engineer

New York, New York
jeremy.r.rose@gmail.com

PROFESSIONAL PROFILE

An inventive, versatile software engineer with an extensive background in digital media. A longtime editor in human languages who adapts the same meticulous, audience-oriented approach to composition in programming languages, with a focus on communication and usability.

SELECTED PROJECTS

Daisywheel CMS

github.com/jeremyrrose/daisywheel

– Minimalist content editor and configuration panel intended for text-focused online publications
– Database framework built in Rails, editor interface in React, customizable reader templates in React and PHP

Repertoire Artist Portfolio Manager

github.com/jeremyrrose/repertoire

– Performance and recording portfolio manager for music industry professionals
– Database framework in Express.js, front end in React

PUBLIC PORTFOLIOS

Website: jeremy-rose.com
GitHub: github.com/jeremyrrose
LinkedIn: linkedin.com/in/jeremy-r-rose

CORE SKILLS

LANGUAGES
JavaScript ES6 :: HTML5 :: CSS
Ruby :: Python :: PHP :: SQL

FRAMEWORKS & LIBRARIES
React :: Node.js :: Express :: Sequelize :: Rails

INDUSTRY TOOLS
Git/GitHub :: Bash/Zshell :: VSCode :: Figma

SELECTED ROLES & POSITIONS

Editor, Tribune Content Agency
Tribune Publishing | New York, NY
March 2017 – September 2019

– Performed developmental and substantive editing, copy editing and fact-checking for a team that averaged roughly 900K pageviews daily
– Fundamentally overhauled house style guide
– Led initiative to codify ethics and veracity standards

Digital Content Creator
Vivial Media | (Telecommute)
July 2016 – January 2017

– Produced original, search engine-optimized content for clients in a wide variety of fields

Teacher, 21st Century Community Learning Ctr.
Jackson County Public Schools | Sylva, NC
October 2009 – June 2013

– Designed and executed enrichment lessons in accordance with curriculum standards in all core subjects for classes of 15 to 30 students in age groups from kindergarten through eighth grade

ACADEMIC BACKGROUND

General Assembly
Software Engineering Immersive | New York, NY

– Completed over 480 hours of professional training
– Designed and built 5 custom web applications
– Worked collaboratively with user interface designers using Zeplin and Figma and with fellow software engineers using Git and GitHub for version control

Western Carolina University
Bachelor of Arts | Cullowhee, NC

– Double-major in history and German
– Contributor and/or editor for a host of student publications
– Academic tutor in University Writing Center, 4 years