

Peter Andrej Margaritoff

pmargaritoff@gmail.com
+1 305 333 0856
petermargaritoff.com

67 Diamond Street
Apartment 2L
Brooklyn, NY 11222

Skills

Technical - Proficient:

- JavaScript
- React & React Native
- Reflux
- Node & Express
- Lodash
- HTML/CSS/HAML/SASS
- jQuery
- Git

Technical - Working:

- D3
- Babel
- Ruby & Ruby on Rails
- Grunt/Browserify/Webpack
- Redux
- Backbone
- MongoDB (using Mongoose)

Other:

- Fluent in German and Spanish
- Adobe Photoshop
- Adobe Illustrator
- Adobe InDesign

Experience

Spotify (New York, NY) Frontend Developer

January 2015 - Present

- Developed a library of React components designed to facilitate rapid development of user interfaces. Components range from simple badges to more complex ones such as multi level drop-downs and date sliders.
- Actively worked on an internal application designed to visualize Spotify user data for stakeholders. Key concerns ranged from complex filtering/sorting mechanics to displaying large amounts of data in a concise yet meaningful way.
- Contributed to an open-source Spotify charting library which wraps D3 in React components in order to integrate powerful D3 visualizations in a React application.
- Participated in demos and experiments as part of the Data (formerly Analytics; formerly Apps & Viz) team. Demos included work with WebVR libraries in an attempt to visualize user data in a 3 dimensional environment using Google Cardboard.

Paperless Post (New York, NY) Frontend Developer

October 2014 - December 2015

- Led an initiative to refactor large parts of the codebase to a Flux-type architecture and developed a "FluxManager" in the process, which greatly improved the legibility, accessibility and maintainability of our React codebase.
- Implemented a mobile-optimized view for the card browsing experience to allow users full access to our products on mobile phones and tablets.
- Developed a custom image carousel for the main card view. The carousel is built using React, is dependency-free, and makes use of touch events to provide an optimal user experience in the mobile view.
- Lead frontend developer on the International team, which was responsible for preparing the site and application for launch in the United Kingdom.
- Served as dedicated frontend developer on a feature team; working closely with product and brand designers to answer questions and provide feedback on current and upcoming projects.
- Implemented a templated system for responsive, modular landing pages, allowing the marketing team to quickly produce new landing pages.
- Developed "Snacks2U": a food and drink voting application for internal use that allows employees to vote on their favorite items, thereby facilitating both feedback collection and the ordering process.
- Re-wrote all existing email templates with cleaner markup and updated designs.

Open Hospitality (New York, NY) Frontend Developer / Workflow Coordinator

December 2012 - October 2014

- Efficiently delivered custom websites and emails. Complexity ranged from simple templates to custom, fully responsive and cross browser compliant sites.

Peter Andrej Margaritoff

pmargaritoff@gmail.com
+1 305 333 0856
petermargaritoff.com

67 Diamond Street
Apartment 2L
Brooklyn, NY 11222

- Quickly became involved in more JavaScript-intensive projects, making heavy use of jQuery, Backbone and Underscore for custom online reservations systems.
- Created design mockups and wireframes as part of the redesign process for a new booking engine iteration. Also provided input and critique throughout the process.
- Worked with the design team to educate on development concepts, including responsive design and usability requirements.
- Promoted to workflow coordinator within 3 months of hire. Responsibilities included delegating assignments for the front end development and design teams, being the first point of escalation for questions and concerns, and serving as a liaison between design/development teams and account support.
- Led front end development of fully custom booking engine. This included additional functionality required by the client's unique business model. Assumed control of the UI/UX direction after the scope went beyond initial design mockups. This included user flows throughout single-room and multi-room booking processes.
- Ran weekly front end developer meetings to discuss workload, best practices, communications with account support, quality of work, as well as new and/or interesting developments in the front end field.

Personal Projects:

Dropanon (<https://dropanon.com>)

A location-aware messaging application that allows users to anonymously "drop" messages anywhere they are located. Dropped messages can only be read in that exact location. Dropanon is built in React Native and is currently available on the Apple App Store (with Android coming soon).

Fussspuren

A mobile application written in Swift that tracks the location of a user and "unlocks" those locations on a map. The idea being that of a geographic diary that displays where the user has been in the world.

Bitte

A social jukebox using Spotify's API that allows party guests to vote on the playlist, as well as add songs. Bitte is written in Node.js, Backbone and uses MongoDB for persistence. Currently working on a native iOS app using Swift.

Gradianto

A jQuery plugin to quickly draw gradients across different DOM elements.

Education:

Long Island University, Brookville, New York
Bachelor of Business Administration in International Business

December 2009

Other:

Likes:

- JavaScript
- Motorcycles
- Being on time
- Problem solving
- Reddit

Dislikes:

- Hot weather
- Inefficiency
- Marmite
- German television
- Routine

General Assembly

Completed the General Assembly Ruby on Rails course.

NYC Gamers Care

LAN party organized for charity.

Full CV and references upon request.