

KYLE GINZBURG

(305) 962-6631 | keginzburg@gmail.com | [LinkedIn](#) | [Github](#) | [Portfolio](#) | New York, NY

SKILLS

JavaScript, React, Redux, Ruby, Ruby on Rails, SQL, PostgreSQL, SQLite3, HTML, CSS, Mongoose, MongoDB, Node.js, Express.js, Webpack, Vite, jQuery, Git, Heroku, HTML5 Canvas, AWS S3, Object Oriented Programming

PROJECTS

Sol

[Live Site](#) | [Github](#)

Built with vanilla JavaScript, CSS, HTML5 Canvas, and DOM manipulation, Sol is a data visualization of our solar system.

- Developed a dynamic data request that utilizes the **Fetch API** and **The Solar System OpenData API** to access planet orbital data, optimizing it for **HTML5 Canvas** animation to provide users with an engaging orbit simulation.
- Designed an Entropy class that employs a custom **piecewise** function to interpret a planet's average temperature data, translating it into a unique ratio of **Particle** instances to create a vivid heat map for each planet.
- Implemented a gravity simulation using **Object-Oriented Programming** and **Duck Typing** to parse a planet's gravity data and render it (along with a gravity constant) into two separate **Canvas** objects for an animated comparison.
- Applied a retro-futuristic aesthetic through meticulous **CSS** and **Sass** styling to enhance the user experience.

Centre

[Live Site](#) | [Github](#)

Built with React-Redux, Ruby on Rails, and AWS S3, Centre is a full-stack clone of the online publishing platform Medium.

- Integrated an authentication pattern (with **BCrypt Hashing**) between a **React-Redux** frontend and a **Rails** backend to ensure secure password storage and provide users with **session** functionality and **session**-specific features.
- Constructed **DRY React** components and backend architecture (**Routes, Controllers, Models**) for an Articles resource, enabling users to interact with Articles with full **CRUD** functionality.
- Implemented a Follow feature using a **SQL joins** table between user entries, allowing users to curate authors and their published content in an optimized Following category.
- Designed a Clap feature that enables users to "like" content by adding or removing clap entries (with a dynamic amount), enhancing user interaction and community engagement.

EXPERIENCE

Campus Hybrid Instructor

App Academy, 02.2022 - 07.2024

- Taught the software engineering curriculum to students and addressed their technical and conceptual questions to support their daily learning goals.
- Delivered curriculum lectures and regularly updated shared lecture materials as head of the lecture committee, ensuring alignment with team expectations and improving the student learning experience.
- Designed and maintained an accountability tracker for members of the Instructional team to provide personalized feedback and promote a growth mindset.
- Facilitated the training and onboarding of Junior Instruction Assistants and organized stand-ups for the Instructional team to address student expectations and anticipate common issues.
- Monitored students' progress in the course through nightly surveys and project/assessment scores to identify and implement strategies to support their learning on an individual level.
- Coached students on their portfolios, guiding them through real-world workflows and helping them set development goals.

Set Production Assistant

Multiple Film & TV Credits, 09.2014 - 07.2021

- Led the training of new hire production assistants in on-set protocol and delegated on-set assignments to staff production assistants, allowing the department to cover more ground and anticipate production issues.
- Supervised principal and background actors and acted as a liaison between hair, makeup, and wardrobe to ensure the cast was always ready and adhering to the production schedule.
- Facilitated communication channels between the director, cast, and crew and utilized time-management skills to keep the shooting crew aware of daily scene work and schedule accuracy.

EDUCATION

Full Stack Development Certificate - **App Academy** | Winter 2021

- Rigorous 1000-hour software development bootcamp with <3% acceptance rate.

BFA in Film & Television Production - **Tisch School of the Arts @ New York University** | Spring 2014