

Lex Slovik

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Engineer of software and sound, leveraging a creative background with technical skills to bring unique perspectives to collaborative projects. Recognized as proactive, resourceful, and a persistent problem-solver. Excellent communicator who is detail-oriented, organized, and passionate about learning from and teaching others. Accessible technology experience, including in-depth screen reader compatibility and web accessibility standards.

TECHNICAL SKILLS

- Tools and Software: Git, Heroku, Ableton Live, ProTools, JUCE, MaxMSP, Kyma
- Front End: JavaScript, React, HTML5, CSS, jQuery, C++, Handlebars.js
- Back End: Python, Flask, Node.js, Express, MySQL/Sequelize, REST APIs, MongoDB/Mongoose, GraphQL
- Authentication/Payments: bcrypt, JSON web token, Stripe
- CSS Frameworks: Bootstrap, Materialize, Foundation

PROFESSIONAL EXPERIENCE

Lyft | Remote, USA

June 2022 - Present

Software Engineer

- Develop tooling codebase for Tech Learning team using Google Apps Script to automate onboarding and mentorship processes
- Update, debug, and maintain Lyft's Python Labs in order to increase understanding of the company's engineering standards and provide ample introduction to Lyft services for onboarding engineers
- Design and implement a markdown link checking Python codebase to increase tech onboarding materials maintenance and accuracy by over 75%
- Establish and maintain the Python codebases for Lyft services using Flask and Blueprint routes in order to support the learning and enablement of ~50+ new technical hires per week
- Maintain up to date knowledge and expertise in Python, JavaScript, AWS and coding libraries such as Flask to effectively monitor the new hire support channel by debugging code and troubleshooting errors to ensure the success of ~50+ new engineers weekly

Lane Community College | Eugene, OR

Oct 2015 - Feb 2022

Lead Technology Specialist

January 2021 - February 2022

- Provided technology and administrative support and training for 100+ staff, faculty, and students on departmental hardware and software technology to ensure proper use of available resources
- Lead in the maintenance, customization, troubleshooting, data queries and daily operations of departmental databases and information management systems to ensure departmental efficiency
- Created and maintained all department website pages while ensuring compliance with changing WCAG accessibility standards in order to provide equitable access to college resources
- Developed user-friendly applications to organize and streamline processes, procedures, and data collection in order to secure grant funding for future services

Lead Project Coordinator

November 2019 - January 2021

- Spearheaded the development and use of JavaScript applications that simplified department procedures, data reports, and other systems to increase efficiency and enhance student services

- Prepared quarterly reports, presented findings in team meetings to inform change in department processes/procedures to increase college participation in and awareness of disability resources
- Researched, tested, and installed new software/hardware that improved the college experience of students with disabilities by increasing access to educational materials and new technologies

Assistant Music Lab Coordinator

October 2015 - November 2019

- Demonstrated music production, sound design, and live performance techniques in Ableton Live to 100+ students to introduce them to new and exciting methods for music creation
- Tutored and mentored 100 + students in music theory, sight reading, ear training, audio recording techniques, MIDI, and music production which increased student success and retention by ~30%
- Maintained and serviced music and information technology hardware and software that served 100+ students, staff, and faculty daily
- Responded promptly to the needs of facility users by troubleshooting Digital Audio Workstations, MIDI devices, analog and digital signal flow, and a variety of specialized hardware and software related to audio engineering, music production, and educational advancement

PROJECTS

Delazed | github.com/lexslo/delazed

- Digital Audio Effect: Chorus/Delay Plug-in
- Summary: Emulates the effects of analog tape delay, utilizing digital artifacts to create exciting new soundscapes all in one effect. I developed the effect schematic, designed the user interface, and constructed the plug-in using JUCE.
- Role: Creator, Developer, UI and UX Design
- Tools: C++, JUCE, XCode

Happy Harvesters | github.com/lexslo/happy-harvesters | happy-harvesters.herokuapp.com

- Web application: Browser based game
- Summary: Users plant trees, harvest, sell apples, and also purchase upgrades to move up the leaderboard. I was responsible for setting up the server, database, implementing a GraphQL API with an Apollo server, and establishing user authentication with JSON web tokens.
- Role: Backend Developer
- Tools: JavaScript, React, CSS, Node.js, Express.js, MongoDB, Mongoose, Apollo, GraphQL, JWT

Randm | github.com/lexslo/randm | ran-dm.herokuapp.com

- Web application: Dating app that connects users via random chat
- Summary: Users can make connections with the click of a random button in real time one-on-one chat threads. I established the GET/POST routes in Express.js and provided support on the front end JavaScript, particularly with the random button.
- Role: Backend Developer (Controllers), Frontend JavaScript
- Tools: JavaScript, HTML, CSS, Handlebars.js, MySQL, Sequelize, Express.js, Sockets.io

EDUCATION

University of California, Berkeley | Berkeley, CA

Certificate in Full Stack Web Development

University of Oregon | Eugene, OR

Bachelor of Science, Music Technology, Summa Cum Laude