

**Ed Lewis** San Francisco CA · (415) 415-2030 · ed.lewis@gmail.com  
[github.com/edabot](https://github.com/edabot) · [linkedin.com/in/edlewis/](https://linkedin.com/in/edlewis/)

- Projects**
- Foodium** · [github](#) **Sole Developer -**  
*Rails, React.js/Flux*  
*RESTful single-page web application for publishing recipes*
- Developed custom rich-text editor for recipe creation and editing that incorporates Facebook's Draft.js framework
  - Designed an interactive user interface with animations using HTML5 and CSS3
  - Created API endpoints in Rails that can be accessed by React.js and the Flux cycle in the front end for a seamless browsing experience
- Spin Pong** · [github](#) **Front End Engineer -**  
*JavaScript, HTML5, CSS3*  
*Classic Atari game rebuilt with extra gameplay functionality*
- Designed a physics algorithm to provide a much wider variation in gameplay
  - Implemented an inertia algorithm to model game elements along with object-oriented programming
- Readable Readme** · [github](#) **Front End Engineer - JavaScript, HTML5, CSS3**  
*Chrome extension for easier reading of GitHub README files*
- Developed a Chrome extension for changing the CSS styles on GitHub
  - Modified pages with DOM manipulation done with JavaScript

**Skills** Ruby, Ruby on Rails, JavaScript, React.js, Flux, JQuery, SQL, HTML5, CSS3

- Education**
- App Academy** · San Francisco, CA · May - July 2016
- Intensive web development course spanning 1,000 hours of work
- Oberlin College** · 1998 · BA Mathematics
- **Curriculum Highlights:** discrete mathematics, statistics, set theory, chaos theory

- Experience**
- Principal** · Supamoto · September 2012 - present
- Designed a novel print calendar for long-term planning
  - Managed three crowdfunding campaigns that hit 150% of their goals
- Product Manager** · ChainReactor · May 2015 - July 2015
- Created a content strategy based on sales data that increased daily active users by 100%
  - Spearheaded a research initiative leading to a 50% increase in user retention rate in the first week
- Content Manager** · Instructables.com · September 2007 - October 2013
- Developed a contest system for a user-generated content site that boosted traffic to the site by 500MM pageviews per year
  - Designed and created 100s of high-quality articles that generated over 20MM pageviews and help set community standards for content