
LinkedIn:

GitHub:

Portfolio:

>LANGUAGES AND TECHNOLOGIES

- **Proficient:** JavaScript, React, Redux, Node.js, Express, jQuery, HTML5, CSS3, Java, MongoDB, Git
 - **Exposure:** Python, Django, C, Objective-C, Mocha, Sass, Grunt, Webpack, SQL, PostgreSQL, AWS, Heroku
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>PROFESSIONAL EXPERIENCE

College I Went To | Grader

Sep. 2016 - May 2017

- Collaborated with professor to provide comprehensive feedback for homework and projects in JavaScript and Node.js to over 45 students.
- Reduced grading time by more than 25% each week by programming Mocha.js test files to automate testing of JavaScript functions required for homework.
- Eliminated 30+ terminal commands per week from each engineer's workload by developing Bash scripts to automate homework downloads and dependency installations.

College I Went To | Desktop Support Assistant

Sep. 2015 - Aug. 2017

- Provided technical support for over 200 library employees and more than 25,000 undergraduate students, troubleshooting wi-fi connectivity issues and bugs in proprietary software.
 - Maintained over 100 public desktop computers and 18 printers, ensuring I/O devices functioned properly.
 - Assisted 50 patrons daily with rentals and usage of library equipment (laptops, connection cables, projectors).
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>EDUCATION

B.A. Computer Science, *Top University*

May 2017

>PROJECTS

2018

Platform for avid readers to track and rate books they've read or plan to read.

- Developed 15+ ReactJS components in JavaScript to display UI and show book data from Google Books API.
- Defined 15+ Redux actions and corresponding reducers to implement key app functionality such as searching for books, logging and updating them, and viewing most popular and highest rated books.
- Engineered Node.js and Express backend RESTful API to handle storing user and book data with MongoDB.

2016

Social media application for basketball fans to share and comment on highlight videos.

- Implemented all 5 main application views and corresponding error pages handling HTTP 404 responses with JavaScript, Node.js, and Express.
- Architected data model for storing user profile and comment information for 50+ engineers using MongoDB, and engineered AJAX API for video filtering, reducing page loads and refreshes by 100%.
- Reduced application codebase by over 30% by automating code minification using JavaScript and Grunt.

2015

Game based on popular card game Magic: The Gathering where users simulate the rush of opening card packs.

- Crafted all 3 main application views: the pack opening game mode, the draft game mode, and a virtual card collection for native iOS devices using Objective-C.
- Reduced application size by over 300 megabytes by using MTGJSON API in conjunction with online card database to load images versus storing images locally.

2014

Weather application providing users with daily clothing recommendations based on temperature preference.

- Integrated Google Maps API in conjunction with OpenWeatherMap API into JavaScript front end to locate users via geolocation and retrieve appropriate weather information.