

Lien Font

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SOFTWARE DEVELOPER

Software Developer with over 1 year of experience specializing in user interfaces with a focus on automation, and workflow optimization. Skilled in JavaScript, CSS, HTML, Java, SQL, and BIRT with enhancing user experiences. Proven track record of driving project completion and preventing delays utilizing bilingual skill (English, Spanish) and proactive teamwork.

PROGRAMMING SKILLS

BIRT, SQL, C#, JavaScript, TypeScript, Java, HTML, CSS, JSON, XML, React, AWS, Tailwind, Firebase, Firestore, Windows Forms, Axios, SourceTree, GitHub, Git, GitLab, npm, Netlify, Vercel, API, Unity, Excel

PROFESSIONAL EXPERIENCE

InvestCloud | Software Developer

Jul 2023 – Apr 2024

- Simplified frontend logic for report calculations using JavaScript, which **reduced server bandwidth usage by 15%** according to internal metrics.
- **Consumed and integrated RESTful APIs in Java** to create flexible reports pulling from new servers as needed instead of manually creating a new different report file for each type of service wanted cutting down on 20% development time for new services
- Independently created a custom client report style for private investment portfolios using **BIRT and CSS within Eclipse**, improving client satisfaction with personalized reporting.
- Employed **ETL methods with MySQL databases** across UAT, DEV, and PROD servers to standardize data, ensuring consistency and ease of transfer
- Partook in **Atlassian Jira ticket** system for work assignment and code review sessions for team improvement and growth
- Deployed and maintained **AWS EC2 instances using AWS Elastic Beanstalk** as needed for hosting internal apps and services
- Worked in **CI/CD** environment using tools such as **Jenkins** to update features for client as needed in an on-call service
- **Streamlined report batch, saving 5 hours per batch** by creating a shell script traversing windows directory autonomously following patterns as needed instead of manually rendering one by one each report in Eclipse IDE

Freelance | Web Developer Consultant

Oct 2022 – Jul 2023

- Worked on exciting contract products producing key projects like RP Rooms, an artist portfolio website and more
- Created **C# multiplayer unity survival video game Etherin** using best methods on server ownership and server security types | link: https://github.com/90sPixelDev/etherin_0

Bank of America | Fraud Report Specialist

Jul 2020 – Oct 2022

- Used Excel and BI tools to analyze patterns and likely victims to take initiative and prevent fraud/scams from occurring
- In high-call volume, fast-paced, B2B for fraud protection educating and guiding customers on best methods of fraud prevention
- Monitored and tracked illegal transactions on customers' financial accounts, mitigating financial losses for both the business and clients through the utilization of **proprietary BI tools** preventing an approximation of 65% further loss
- Worked on all manners of financial accounts such as Credit Cards, Debit Cards, Checkings, Savings for personal and businesses

CGS COMPUTER GENERATED SOLUTIONS INC. | QA Order Support Escalations

Feb 2019 - Jul 2020

- Worked on high call volume stuck orders in system where **XML** editing was done to push an order on a private company legacy CMS **preventing a blockage in orders by 70%**
- Assisted in **creating DOCs** for best practices according to repeated patterns in stuck orders improving onboarding efficiency
- Debugged through **RESTFUL APIs** and catalogued through order system to find measures in preventing errors by 62%

KEY PROJECTS

RP Rooms | Typescript — React — React-Router-DOM — Tailwind — Firebase -> (Work in progress) <https://rp-rooms.vercel.app/login>

- Developed a fully custom web chatting application implementing React router for secure and efficient navigation within the app, utilizing **protected routes for security** and Firebase for storage, database, and authentication

Drama Lister | C# — Windows Forms -> <https://github.com/90sPixelDev/DramaLister>

- Developed a CRUD (create, remove, update, delete) program for capturing, storing, updating, and reading listings of shows/dramas watched, utilizing C# and Windows Forms library with binary format saving to enable data persistence and retrieval for enhanced user experience

EDUCATION

The Art Institute of Tampa, **Bachelors of 3D Video Game Art & Development**

July 2015 -Dec 2018

- Used the Unity engine with custom C# code-base to create a final video game of a rolling ball plat-former
- Source/Download Link -> <https://github.com/90sPixelDev/meerkat-ball>