

# Lien Font

[fontlien@gmail.com](mailto:fontlien@gmail.com) | (813) 260-5883

Personal Website Portfolio: <http://lienfont.dev> | GitHub Profile: <https://github.com/90sPixelDev>

## Software Developer

Skilled BIRT Developer, proficient in Eclipse BIRT, JavaScript, and report automation. Experienced in optimizing workflows and enhancing user experiences. Proficient in version control and project management tools. Proactive team player driving project completion and preventing delays.

### KEY SKILLS

Report automation | Workflow optimization | User experience enhancement | Version control | Project management | Dynamic report creation | Data visualization

### PROGRAMMING SKILLS

BIRT, SQL, Eclipse, C#, JavaScript, TypeScript, HTML, CSS, JSON, PHP, XML, React, WordPress, Amazon Workspaces, react-router-dom, Tailwind, Firebase, Windows Forms, ScSS/SASS, Auth0, nodeJs/Node, Axios, SourceTree, GitHub, GitBash, Git, npm, Figma, Netlify, Wix, Vercel, API, iOS, Unity, Excel

### PROFESSIONAL EXPERIENCE

#### InvestCloud | BIRT Developer

Jul 2023 – Apr 2024

- Spearheaded the creation of a new custom client report style using BIRT with Eclipse, resulting in a 90% increase in user engagement and a modernized brand image.
- Worked between Mac OS and a virtual Windows Machine using Amazon Workspaces as needed to fit with the environment for the most efficient workflow
- Navigated through report folders with Windows shell commands to cleanly copy, edit, or delete necessary files through automation due to the sheer size of files needed to speed up workflow from 8 hours to just under 45 minutes.
- Leveraged technologies such as GitLab and SourceTree for versioning to facilitate efficient teamwork when working with another developer on the same project and to review changes before committing them to the official server.
- Implemented dynamic services using JavaScript to create flexible reports based on user input, enhancing user experience and process efficiency.
- Proactively ensured team alignment with project timelines, accelerating project completion by 2 weeks and preventing project extension into 2024.

### PROJECTS

#### [RP Rooms](#) | Typescript — React — React-Router-DOM — Tailwind — Firebase

- Developed a fully custom web chatting application inspired by Discord, enabling user role-playing interactions.
- Implemented React router for secure and efficient navigation within the app, utilizing protected routes for enhanced security for the user.
- Leveraged React state management and Firestore real-time database to facilitate real-time messaging and server room management for user data organization and clarity.

#### [Free the Games](#) | JavaScript — ScSS — API

- Created a dynamic website for viewing information on current free games, utilizing Axios to fetch API data and ensure up-to-date content.
- Employed JavaScript to dynamically generate HTML elements and CSS classes for dynamic rendering of game information.

#### [Drama Lister](#) | C# — Windows Forms

- Developed a CRUD program for capturing, storing, updating, and reading listings of shows/dramas watched, utilizing C and Windows Forms library.
- Implemented binary format saving to enable data persistence and retrieval for enhanced user experience.

#### [Expense Tracker](#) | React — JavaScript — Tailwind — Firebase

- Designed and developed a mini Expense Tracker application for tracking expenses, with data stored on the Firebase Cloud Database.
- Utilized Tailwind for a responsive design tailored to mobile-first viewing, ensuring a seamless user experience across devices.
- Implemented Firebase authentication to protect user data and ensure secure access to expense-tracking features.

### EDUCATION

#### The Art Institute of Tampa, Bachelor of 3D Game Art & Design

July 2015 - December 2018

- Used the Unity engine with custom C# code-base to create a final video game of a rolling ball plat-former
- Created, designed, tested, and fully released a board game with a team of about 9-11 students as a final project