

SUMMARY

I'm a full-stack web developer, experienced in writing modular, readable, and scalable code without losing sight of the users' needs. I enjoy building well-constructed back-ends and intuitive, responsive front-ends. I'm especially interested in contributing to products that facilitate open communication and virtual community-building.

EXPERIENCE

Dev BootCamp | Oct 2014 - Feb 2015

Full-Stack Web Development Student

- Built a range of applications, from lightweight web widgets to a decoupled iOS/Android mobile application.
- Specialized in Ruby, Ruby on Rails, Sinatra, JavaScript, jQuery, AJAX, AngularJS, Ionic Mobile Framework, HTML5, CSS3, and SQL.
- Designed applications using Object-Oriented (OO) principles, Model View Controller (MVC) architecture, and RESTful routing patterns.
- Employed agile methodologies, pair programming, version control, iterative software practices, and test-driven development.
- Learned how to learn: became adept at researching and implementing new technologies.

eBay Inc. (StubHub) | Jun 2009 - Jul 2014

Senior Content Analyst/Product Support Specialist

- Performed quality control and mobile optimization on the events and venues appearing in StubHub's iPhone and Spotify applications.
- Wrote MySQL database queries and iMacros automation scripts to manage and debug content and to supplement the in-house CMS.
- Acted as the project lead for three key projects focused on internal content standards and task delegation.

Operations Support Specialist

- Managed quality assurance on thousands of listings monthly within Zvents.com's catalog, using the content management system and JIRA.
- Automated event creation, event merging, data-scraping, and other common content tasks.

PROJECTS

OurHouse

iOS and Android mobile app for coordinating housemates' social events, chores, and payments.

Technologies:

Angular, Ionic, Rails, OAuth, Google+ API, Venmo API

Main Contributions:

Angular and Ionic, along with refactoring and modularizing the back-end

Commander's Paramour

Connect Four clone playable in a web browser.

Technologies:

JavaScript, jQuery, HTML5, CSS3, Sass (SCSS), RAPTORMACSS, Heroku

Features:

Two-player capabilities (shared screen or two browsers)

KittyParty

Team chat app where users can only communicate in GIFs with messages.

Technologies:

Angular, Node, Express, Socket.io, JavaScript/ES6 (Babel), jQuery, Sass (SCSS), RAPTORMACSS, Giphy API

Features:

Converts a user's message into a GIF through the Giphy API

SKILLS

Languages

JavaScript, HTML5, CSS3, Ruby, XML, Bash, SQL

Frameworks and Libraries

jQuery, AJAX, Sass (SCSS), Node.js, AngularJS, Ruby on Rails, Ionic Framework, Foundation, Bootstrap

Methodologies

RESTful Routing, Agile, Scrum, SMACSS, TDD, BDD, UX Workflow, Wireframing, Responsive Design, Mobile-First Design, Object-Oriented Design, Documentation (Markdown, LaTeX)

EDUCATION

Dev Bootcamp

Full Stack Web Development & Design
Software Engineering

Cisco Career Certification

CCNA Routing & Switching Certification
CCENT Certification

De Anza College

Associate of Science Degree - Science, Math & Engineering