

ANDREW C. LO

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TECHNICAL SKILLS

Strong: React.js • JavaScript (ES 5/6) • CSS3 • HTML5 • Node.JS • Arduino • jQuery • OOP • API

Experienced: Java • MySQL • PostgreSQL • Node.js • Bootstrap 4 • Flexbox

Tools: Git • GitHub • VS Code • Postman • MeisterTask • Chrome Dev Tools • Figma • AWS • Ubuntu

PROFESSIONAL EXPERIENCE

Teaching Assistant | *LearningFuze*

March 2020 - Present

- Support teaching over 40 LearningFuze students **JavaScript, jQuery, HTML5, CSS3, React.js, and Node.js**
- Correspond with students via **Slack** and verbally to explain coding best practices and aid in debugging projects LearningFuze students request assistance for
- Bolstered main instructors in expanding the potential of students through maintaining a challenging yet informative learning environment to promote student growth

Code Sensei | *Code Ninjas*

March 2019 - November 2019

- Instructed over 30 students from ages 6-13 for Computer Science, primarily **Scratch** and **JavaScript**, collaborating with other Senseis to develop curriculum and lesson plan
- Built spreadsheets of student progress and communicated student success with parents
- Provided marketing support which increased new student signups by about 15%

Storefront Associate | *Sunmerry Bakery*

January 2019 - April 2019

- Accommodated customers at the cash registers and handled transactions in person and over the phone by sharing detailed knowledge of pastries, cakes, and drinks to solve customer questions and issues
- Increased sales through selectively organizing and stocking shelves by 20%

DEVELOPMENT EXPERIENCE

Wicked Pedals

[Live](#) // [GitHub](#)

- Produced an e-commerce app that sells guitar effect pedals using **React.js**, applying **Bootstrap 4** to style the app using **Fetch API** to connect the backend and request information about products and the user
- Developed a backend server to keep track of 12 products and orders using **PostgreSQL** to create a dynamic database that integrated the **Express** framework to connect the backend with the frontend
- Applied the use of **sessions** and **cookies** in order for different customers to keep track of items in their respective carts and to return where they left off shopping

Shadow Realmer

[Live](#) // [GitHub](#)

- Designed a meet-up app for trading card game players with a team of four utilizing **React.js** and **CSS3**
- Constructed a backend to store user profiles, events, and hangouts to discern store employees and regular users utilizing **PostgreSQL** and applying **Google Maps API** to link events in the database to real stores
- Planned using **Figma**, **MeisterTask**, and **DBDesigner** to arrange an organized course of action, following **Agile development processes** to improve efficiency by about 30%

Yu-Gi-Oh Memory Match

[Live](#) // [GitHub](#)

- Designed a matching game themed off a popular trading card game using **HTML5, CSS3, and JavaScript** with **jQuery** to manipulate DOM elements and provide functionality such as random card shuffling
- Implemented **responsiveness** using **Flexbox** and **media queries** to scale the game to proper screen sizes
- Engineered a basic **JavaScript** AI to play against with stat tracking and animations to enhance user experience

EDUCATION

LearningFuze, *Accelerated Web Development Program*

800+ hours programming in a real world environment under the guidance of senior developers

University of California, Santa Barbara, *Environmental Science*