

CATHERINE ONIA

Full Stack Software Engineer

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TECHNICAL SKILLS

Proficient: JavaScript, React / Redux, Node, Git, Express, Sequelize, PostgreSQL, HTML5, CSS, Material UI

Knowledgeable: Firebase, TypeScript, NextAuth.js, Phaser, Tailwind CSS, React-Bootstrap, Jasmine, Mocha, Chai

TECHNICAL PROJECTS

ChatOnia | github.com/catherinejonia/chatonia

March 2023

A software application that emulates the functionality of the ChatGPT model, using natural language processing and machine learning techniques to generate human-like responses to user input.

- Implemented NextAuth.js Google authentication for secure and easy user login and registration
- Utilized dynamic routing with Next.js 13 to enable seamless navigation and optimize the user experience
- Integrated Firebase Firestore to enable real-time chat history functionality
- Developed with the TypeScript, React, Next.js, Firebase Firestore, NextAuth.js, OpenAI APIs, and Tailwind CSS

DinGo | github.com/catherinejonia/dingo

March 2023

A custom single-page application eCommerce website with both user and administrative features.

- Streamlined the user experience with an intuitive checkout process using React Redux Toolkit to manage state
- Optimized application performance by configuring RESTful APIs that deliver efficient features such as JWT login authentication, site administration, modifiable shopping cart, featured product carousel and pagination
- Incorporated local storage to enable state cart persistence regardless of guest login status
- Developed with the PostgreSQL, Express, React, Redux Toolkit, Node.js and Material-UI

Toad's Garden | github.com/toads-garden/toads-garden-web

February 2023

A 2D side-scrolling platformer game starring familiar characters. Players save the people of Toad's village by collecting objectives while avoiding wildlife.

- Collaborated with other developers and managed code changes using Git branching and merging functionality
- Employed modular principles for componentized assets, allowing for reusable and extensible code
- Implemented a 2D physics engine utilizing kinematics and collision response
- Developed using Phaser, Tiled Map Editor and JavaScript

EXPERIENCE

Server | **Yama** | Charlotte, NC

2019-2023

- Served 10-20 tables nightly in a fast-paced environment and managed time for an optimal experience for each guest
- Generated over \$350,000 in annual revenue for the company

Dental Hygiene Intern | **CPCC Dental Hygiene Clinic** | Charlotte, NC

2019-2021

- Sourced 95% of new patients and performed 4-6 patient procedures per week including cleanings, x-rays, and sealants
- Developed and implemented individualized dental care plans for diverse set of patients – periodontal maintenance, pediatric, elderly, non English speaking, blind, etc
- Maintained a 100% patient satisfaction score on patient education and satisfaction surveys

Dental Assistant | **Lincoln-Devon Dental** | Chicago, IL

2017-2019

- Boosted efficiency of patient procedures by 60%, increasing appointment availability from 6 to 10 as the first and only dental assistant in the office
- Modernized the record-keeping system by inputting 100% of the office's paper patient records and notes on a new digitized platform

EDUCATION

Fullstack Academy Web Development Bootcamp - Grace Hopper Program

February 2023

Software Engineering Certificate

Full-time, Full Stack Javascript Web Development Immersive

Central Piedmont Community College

June 2021

Associate of Applied Science in Dental Hygiene

University of North Carolina at Charlotte

May 2017

Crown Scholar - Awarded Full-Ride Merit Scholarship

Bachelor of Science in Biology with Honors