

SKILLS React, Redux, Ruby, Rails, C/C++, JavaScript, Node.js, PostgreSQL, MongoDB, HTML, CSS

PROJECTS

Datcord (Ruby on Rails, React/Redux, PostgreSQL, ActionCable, Heroku)

[live](#) | [github](#)

Datcord is a fullstack Rails/React Discord clone that allows users to create servers, channels, and profiles and interact with each other on live chat.

- Enhanced database efficiency by removing N+1 queries through implementation of ActiveRecord associations and the .includes method to extract data from multiple tables in a single query.
- Utilized React Router and a custom URL parsing algorithm to allow users to join servers through a link using an encrypted server URL, providing a seamless user experience while also minimizing privacy risks.
- Incorporated Rail's ActionCable and Redis to create WebSocket connections for smoother user experience and real-time live-chat.
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BoneMeatsKibble (MongoDB, React/Redux, Node.js, Webpack, AWS S3, Heroku)

[live](#) | [github](#)

BoneMeatsKibble is a fullstack MongoDB/React app that allows dog owners to create profiles for their dogs and search/interact with other dogs

- Implemented the use of popup modals for CRUD features to reduce the necessity for rendering multiple pages and improve overall user interface.
- Developed a matching algorithm and filter for making suggestions for individual dogs based on mutual attributes, interests, and location which resulted in a high volume of compatible matches.
- Collaborated with a team of four developers by participating in individual tasks, setting design review meetings, and ensuring team members' understanding of requirements and proposed design.

Reflex.io (Javascript, HTML, CSS)

[live](#) | [github](#)

Reflex.io is a Javascript app that is designed to allow a user to test and improve their reflexes by clicking on buttons as they appear at random intervals on the screen

- Developed various functions and methods for overall game mechanics in an efficient manner in order to reduce duplicate code and maintain singular purpose functions.
- Built a function to generate clickable boxes that appeared at random intervals with adjustability to various difficulties suited to the user's proficiency

EXPERIENCE

Cooling Systems Engineer

San Jose State University, Formula SAE Team

Aug 2019 - May 2020

- Designed a cooling system for the Formula Race Car that ensured stable engine temperatures while minimizing costs based on the design of the previous model.
- Fabricated and manufactured components for the system using CAD modeling while following proper procedure for Geometric Dimensioning and Tolerancing(GD&T).

Undergraduate Lab Assistant

San Jose State University, Mechatronics and Control Systems Lab

Aug 2019 - May 2020

- Supervised lab procedures to ensure students followed proper protocol and advised on final projects
- Used MATLAB/Simulink to optimize code for embedded programming and digital simulation of real-world control systems.
- Analyzed data and graphs from experiments in order to determine a system's transfer function .

EDUCATION

San Jose State University - BS Mechanical Engineering

2015-2020

AppAcademy - Software Engineering Bootcamp

2020