

# EFREN BAHENA

## Software Engineer

+1 (214) 280-0221    efrenbahen@gmail.com    Dallas, Texas

## EXPERIENCE

### Software Engineer

#### Citi

July 2022 – April 2024    Irving, TX

- Refactored existing navigation to reduce library size by 195kb and implemented dynamic color themes for various types of customers
- Removed redundant feature flag object from Browser Configuration Service that reduced response time by 9.72% and average bytes sent by 41.23%
- Successfully migrated application from Angular 15 to 17
- Collaborated with cross-functional teams to deploy high-quality software products on schedule.
- Developed scalable and maintainable code, ensuring the stability of software.

## EDUCATION

### Full Stack Web Development Bootcamp

#### App Academy

August 2021 – December 2021    New York, NY

### Associates of Science

#### Mountain View College

August 2017 – December 2020    Dallas, TX

## PROJECTS

### Tesla Clone

[Site](#)

*This is a pixel-perfect clone of the Tesla Inc. website*

- Adhered to React and ES6 best practices to generate a true single-page reactive web app experience
- Utilized CSS media queries to create a fully responsive, device-agnostic design across web and mobile browser

### Racoon Tunes

[Site](#)

*Racoon Tunes is a SoundCloud clone, it is an audio distribution platform and music-sharing website that allows users to upload, share, and stream music.*

- Connected the Rails back end to AWS S3 for media storage and organization while maintaining content security with AWS IAM
- Integrated Redux with HTML5 media web components to create customized media playback for users

### Honeycomb Game

[Site](#)

*Honeycomb game inspired by the show Squid Games where a user has to carefully carve out a given shape by dragging their mouse cursor along the border while avoiding touching the edges*

- Attained a communication network with collision detection and custom functions between the mouse cursor and surrounding features for interactive gameplay
- Leveraged JavaScript's asynchronous functions to create an interactive and responsive game, via DOM manipulations and the use of event handlers and listener

## SUMMARY

I am a Software Engineer with 2 years of experience in translating business requirements and functional specifications into code modules and software solutions. I possess exceptional attention to detail and am adept at identifying opportunities to enhance UI design. I am committed to elevating user experience and delivering high-quality software products. I am excited about the prospect of joining a product-driven company and creating an impact with the skills I have acquired.

## SKILLS

|         |               |        |
|---------|---------------|--------|
| Angular | JavaScript    | React  |
| Redux   | GitHub        | CSS    |
| HTML    | PostgreSQL    | SQL    |
| Ruby    | Ruby on Rails | AWS S3 |

## LANGUAGES

|         |            |       |
|---------|------------|-------|
| English | Native     | ●●●●● |
| Spanish | Proficient | ●●●●● |

## FIND ME ONLINE

### Portfolio

<https://efren707.github.io/portfolio/>

### LinkedIn

<https://www.linkedin.com/in/efrenbahena-419807172/>

### GitHub

<https://github.com/Efren707>

## STRENGTHS

### Problem-Solving & Critical Thinking

Proactive in understanding the root of a problem and considering a wide range of solutions before deciding how to move forward

### Team Collaboration & Communication

Working well with others and achieving a common goal. Building relationships with team members to create a healthy and positive work environment