



EMILY BIE

*Full Stack Web
Developer Ruby /
JavaScript*

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Skills

Full-Stack Web Development



- Ruby on Rails, Sinatra
- JavaScript
- HTML5
- CSS3
- Objective-C
- Node.js, Express
- jQuery
- AJAX
- Underscore.js
- Backbone.js
- Angular.js
- Minitest
- PostgreSQL, MongoDB
- Git
- Test Driven Development(TDD)

Summary

I am a passionate Web Developer with expertise in building responsive web applications using the latest technologies such as Ruby on Rails, Javascript, HTML5 and CSS3.

I began my career as an iOS developer using Objective-C and software tester in an IT company working with amazing software and web developers from which I gained basic knowledge of web development. Before long I realised I enjoying building web applications more than testing apps. As a result of my testing experience I developed the knowledge of how to write high quality code.

I recently upskilled my web development abilities at General Assembly. During these 12 weeks, I had the opportunity to learn both front-end and back-end skills e.g. JavaScript and Ruby. I did several individual and group projects using Ruby on Rails, Node.js and JavaScript, and fell in love with the Ruby language which is very flexible and user friendly. I did several individual and group projects using Ruby on Rails which deepened my love for Ruby. That's why I want to be a back-end web developer.

I am currently looking for a back-end/full-stack web developer role. I would like to use my experience to produce creative web applications that are competitive in the market and would benefit the organisation.

Experience

2016.03 - Immersive Student

2016.06 General Assembly

Full-Stack web development with Ruby on Rails, Sinatra, Node.js, JavaScript, jQuery, Ajax and HTML5/CSS3.

WDI is a 12-week web development immersive course. During this course, I learned the most sought-after skills in tech, from JavaScript to Rails with the guidance of experienced instructors. I applied what I've learned to build real websites, APIs and data-driven apps while collaborating with classmates on a range of projects.

2014.07 - Junior Software Engineer

2015.06 Nanjing Fujitsu

I had been an iOS developer using Objective-C and working in a team making iOS apps for about six months. Through this, I developed good iOS skills and an understanding of the importance of cooperating with other team members. Then I was transferred to another team working as a software tester for half a year. Whilst testing all kinds of software and web applications, I became better at finding and fixing bugs, and more importantly, I gained a deep understanding of how to write high quality code.

Education

Immersive Student

General Assembly

(2016.03.15 – 2016.06.03)

Course emphasis: Full-Stack Web Development

Master of Computer Software and Theory

China University of Mining and Technology

(2011.09 – 2014.06)

Bachelor of Information Security

China University of Mining and Technology

(2007.09 – 2011.06)

Projects

Project 1: TicTacToe

TicTacToe is a simple game which allows two players to compete, the first player who gets three in a horizontal, vertical or diagonal row will win the game.

Functionality: Players can change the game board size to 3, 4 or 5; Players who firstly get three in a row will win the game; Players can play several times and the scores will be stored in the local Storage, only "Clear Record" button can reset the scores.

Technical Tools: HTML5/CSS3/JavaScript

Github Repo: <https://github.com/EmilyBie/TicTacToe>

Github Link: <http://emilybie.github.io/TicTacToe>

Project 2: WDI Conf16

WDI Conf16 is a website for attendees buying tickets to the conference.

Functionality:

- Display information about the conference, including countdown date, location, speakers, schedule and sponsors.
- Users who want to attend this conference can purchase tickets and will receive a confirmation email displaying their tickets with respective seat numbers.
- Users who want to be a speaker can sign up to apply for a speaker and edit his/her own profile.
- Administrator can log in to see the amount of tickets have been sold as well as approve/reject applications from users to be a speaker. Administrator can add future events as well.

Technical Tools: Ruby on Rails, JavaScript, jQuery, Ajax, HTML5, CSS3 and PostgreSQL.

Github Link: https://github.com/EmilyBie/CodePlay_wdi_conference

Heroku Link: <https://code-play-wdi-conference.herokuapp.com/>

Project 3: Travel Notes

Travel Notes is a bookmarking service that is built for travellers offering a dedicated travel bookmarking list that travellers can use daily while at home, and can sort and view dream places quickly.

Functionality: Travel Notes is a single page application using asynchronous loading, utilizing two APIs, has standard user profile flow, and users have the ability to add travel note cards to categories in a bookmarking-like functionality.

Technical Tools: Ruby on Rails, PostgreSQL, JavaScript, JQuery, Handlebars, Ajax, HTML5/CSS3 and Bootstrap.

Github Link: <https://github.com/EmilyBie/travel-expedition>

Heroku Link: <https://trvlnotes.herokuapp.com/>

Project 4: Fumblr Blog

Fumblr is a blog website built with Ruby Sinatra, JavaScript and HTML5/CSS3.

Functionality:

- Sign up/ Log in
- Read blogs, add new posts, edit and delete posts.
- Make comments on posts, like/unlike blogs
- Top Stories: posts with most likes

Github Link: <https://github.com/EmilyBie/Fumblr>