

Gregory Mah

Junior Software/Fullstack Developer

Piedmont, CA

P: 510-915-8559 | E: blaze1794@gmail.com | G: github.com/Greg-Mah | L: linkedin.com/in/greg-mah/

Software/Fullstack developer with a passion for developing organized efficient and intuitive code. Looking to widen my skills and apply what I know to build useful and reliable software.

EDUCATION & LEARNING

San Jose State University-Fullstack Academy

May 2021 - Nov 2021

Web Development Immersive Program, Powered by Fullstack Academy. Rigorous coding bootcamp focused on fullstack development.

Diablo Valley College | Associate Degree Computer Science

December 2018

Coursework Focus: C++, Java, Data Structures & Algorithms

TECHNICAL SKILLS & PROGRAMMING LANGUAGES

- Proficient: Javascript, Java, C++
- Knowledgeable: Node, HTML5, CSS
- Familiar: Python, React, Git, Express, PostgreSQL, Bcrypt, JWT

PROJECTS

Personal Site | Fullstack Developer | [GitHub](#) | [Site](#)

February-March 2022

JavaScript Node.js website application - developing everything from Back-end server with PostgreSQL and Express API to Front-end HTML, CSS, and React components.

- Created a modified connect 4 game with variable number of players, board size, and win condition.

Tycoon Cars | Fullstack Developer | [GitHub](#) | [Site](#)

November 2021

JavaScript Node.js E-commerce website application selling cars - developing everything from Back-end server with PostgreSQL and Express API to Front-end HTML, CSS, and React components. hosted on Heroku

- Collaborated on a group project with 3 other members that involved Agile scrum process, merging, and debugging/troubleshooting other team members' code.
- Optimized user flow creating Login/Register, Admin, and Cart functionality.
- Led the team solving problems with merge conflicts and debugging.
- Optimized backend SQL requests for memory efficiency and speed.
- Implemented security with Bcrypt and JSON Web Token (JWT).

Connect-Four | Front-end Engineer | [GitHub](#) | [Site](#)

July 2021

JavaScript Connect-Four software for 0-2 players with a computer player that will attempt to win.

- Solo project completed in 2 weeks that involved using test driven development to set up the HTML, CSS, and game logic.
- Building generalized functions to check for values of moves used to check for wins as well as decide how the AI makes its moves and handle events created by the user.
- Engineered a function to keep track of the game board that worked with variable sizes and win conditions and designed an intuitive menu UI to allow the user change of settings for each game for seamless user experience.

StrangersThings | Fullstack Developer | [GitHub](#) | [Site](#)

August 2021

JavaScript Software using CRUD method making a React website to access an API for users to sell products

- Designing register, login, logout, messaging, and posting abilities utilizing React, JWT, and API requests
- Creating multi use components that are used in various ways.

EXPERIENCES

Ports America | Internship | Alameda, CA

June 2016 - July 2016

- Consulted on optimizing the mobile interface for production of a large international shipping company that served over 33 ports in the US.
- Created mockups of improved UI and presented findings to an internal team of developers and management.

INTERESTS

3D printing and design for computer modification | Game Design | Programming