

# Jamie An

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[LinkedIn](#)

[Github](#)

[Portfolio](#)

San Francisco / Bay Area

## SKILLS

JavaScript, Ruby, Python, HTML5/CSS, React, Redux, Express, Flask, Mongoose, Node.js, Ruby on Rails, jQuery, Git, Webpack, Canvas, SQL, PostgreSQL, NoSQL, MongoDB, Heroku

## PROJECTS

**Peroos** | (Javascript, React, Redux, Ruby on Rails, PostgreSQL)

[Live Site](#) | [Github](#)

*A clone of the popular social media site Reddit.*

- Populated user and community feeds with custom transactional database operations using Active Record and PostgreSQL.
- Employed Redux to establish a lightweight store that persists reusable data, and serves as the single source of truth in organizing each React component's state.
- Limited avoidable/unnecessary requests to the database by validating forms and user authorization on the client side prior to making AJAX requests.
- Developed single page application by leveraging React component structure and client-side routing to render relevant data onto the DOM, dependent on URL parameters.

**Code-op** | (Javascript, React, Redux, Express, Node.js, Mongoose, MongoDB)

[Live Site](#) | [Github](#)

*Project collaboration and management application that allows users to create their own and participate in others' projects.*

- Established a scalable backend that follows the MVC pattern with a reusable CRUD service layer for ease of maintainability.
- Represented user markdown input as UML diagrams by-way-of Mermaid.js library integrations.
- Designed a system of loaders to partition the Node.js startup process into testable modules to simplify test-driven development.
- Utilized Axios to both secure HTTP requests against CSRF/XSRF attacks and parse through API responses to transform data into readable JSON.
- Protected web server from injection and DoS attacks by sanitizing NoSQL queries and throttling excessive client requests in Express middleware.

**Duck Hunt** | (Javascript, Canvas, Webpack)

[Live Site](#) | [Github](#)

*A recreation of the iconic NES video game Duck Hunt.*

- Rendered game view to browser with Canvas API and produced a seamless gaming experience by capping the frame rate to 30fps, ensuring a smooth and consistent refresh rate.
- Implemented debounce system for smooth transition between animation frames.
- Configured two dimensional collision detection logic to maintain correct positioning of moving objects and proper hit-testing on user input.

## EXPERIENCE

### Administrative Assistant

*Monument Auto Services, July 2012 - May 2014*

- Streamlined customer-to-engineer appointment scheduling procedure with Appointy, creating a more user-friendly customer service experience, which resulted in a 20% increase in customer retention year-over-year.
- Restructured inventory management system and integrated inFlow software reduced repair intervals by a factor of 2.
- Engaged with approximately 60 unique clients prior to and after consultations to record customer satisfaction and evaluate employee performance.

### Volunteer

*Monument Crisis Center, September 2016 - December 2017*

- Prepared 50 meals-to-go daily, for food-insecure families throughout Contra Costa County.
- Provided daycare services for dozens of children during community English language courses for single and low-income parents.
- Led training for 20+ new volunteers on proper sanitation and food handling protocols.

## EDUCATION

**App Academy** - Immersive software development course with focus on full stack web development (Fall 2021)

**Udacity Full Stack Nanodegree** - Mentorship program designed to teach the principles of building web applications (Fall 2018)

**University California @ Davis** - BA - Economics (Winter 2020)