

Jamie An

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[LinkedIn](#)

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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, 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, June 2012 - August 2014

- Streamlined customer-to-engineer appointment booking procedure, resulting 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
- Ensured customer satisfaction by engaging with clients prior to and after consultations.

Volunteer

Monument Crisis Center, September 2016 - December 2017

- Prepared 50 meals-to-go daily, for food-insecure families throughout Contra Costa County.
- Provided care for dozens of children during community English language courses for single parents.
- Led training for 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 (Fall 2019)