Jessica Dubina
Email: jessicaclaing@gmail.com

Portfolio: https://jessdubina.netlify.app/
Github: https://github.com/JessicaDubina

Education

Full Stack Web Developer Bootcamp, UC Berkeley Extension, March 2024

B.S. Industrial Engineering, Oregon State University, 2010

Technical Skills

HTML5 · CSS · JavaScript · jQuery · Node.js · API · Bootstrap · JSON · Express.js · MySQL · React.js · NoSQL · MERN Stack

Projects

Exam Builder | Github: https://github.com/JessicaDubina/exam-builder | Deployed: https://exam-builder.onrender.com/
- A content management system (CMS) for creating, administering, and taking exams. The app includes both a student UI and instructor UI for seamless content interaction. The instructor UI allows for an instructor to personalize exams for each student, customize and/or reuse prior exams, and provides a dashboard by student with grades and relevant exam data. The student UI provides a personal dashboard with grade data, assigned exams, and allows the student to take an assigned exam through the app.
- Responsible for implementing user authentication and redirects based on user-type. Created an attractive, intuitive, and responsive UI/UX design for all aspects of the app including the initial landing page, login/signup pages, UI dashboards, navigation, and logo design. Provided end to end testing to ensure expected functionality of the system as a whole.
- This was a collaborative MERN-stack single-page application that combines a scalable MongoDB backend database, a GraphQL API, and an Express.js and Node.js server with a React front end, and includes user authentication with JWT.

Gnome Rouges | Github: https://github.com/mcgintyb14/Gnome-Rogues | Deployed: https://gnome-rogues-90a0baf68228.herokuapp.com/
- This project is a web-based game where players can choose their gnome class and engage in battles with various enemies. It offers a dynamic and interactive gaming experience. The game is currently still in development.
- Responsible for game concept and UX/UI design. Collaborated with the team to develop the ERM and implement the models and SQL database. Implemented backend game logic for player and enemy attack actions.
- Built with an Express.js and Node.js server, MySQL database, and used Handlebars for the frontend.

Additional Experience

Industrial Engineer, Intel Corporation, Hillsboro, OR, 01/2013 - 11/2021
- Responsible for maintaining factory CAD layouts, leading LEAN initiatives, performing time study analysis, creating capacity models, and coordinating improvement projects in the factory.
- Initiated and lead a cross-functional team to deliver the re-layout of the Automated Test Equipment (ATE) and Rework areas, which reduced throughput time by 25% and greatly improved safety margin. Worked with key stakeholders to establish a standard ATE/Rework flow for all products and adapted the layout to minimize transportation, while maintaining flexibility for tactical execution and headcount needs.
- Managed the IE Tech team, providing day-to-day training and direction. The team completed 110 small projects in 2015 saving over $100k on trade labor.
- Established capacity models and standardized run rates for the critical areas of the factory, enabling strategic and tactical decisions related to product prioritization.

Operations Manager, Intel Corporation, Hillsboro, OR, 02/2018 - 03/2019
- Managed day-to-day operations within Intel's Board Development Lab (BDL). Achieved customer production goals and supported critical engineering task force DOEs while maintaining quality and lab safety.
- Eliminated customer operational team shift preferences by improving cross-shift communications, standardizing team operational expectations, and aligning teams to a "One Team" mentality. This resulted in significantly improved planning flexibility and improved productivity by 15%.
- Guided the performance and career development of 16 Engineering Technician direct reports, increasing overall technician flexibility and customer-centric focus. This enabled the team to operate more effectively and reduced commit misses by at least 10%.

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Additional Skills

- **Advanced expertise** in Microsoft products; Microsoft Visio, Microsoft Excel, Microsoft Word, Microsoft PowerPoint, Microsoft Access, Microsoft Project and Microsoft Outlook
- **Experienced** in using AutoCAD to create/maintain factory layouts, including space utilization analysis, safety standard compliance, and project support for new equipment installations
- **Proficient** in utilizing LEAN/SIX SIGMA tools such as 5S, Value Stream Mapping, Workflow Diagram, and DMAIC methodology to identify, quantify, and improve processes