Lawrence Guintu

Phone 510-378-3326 Lawrenccee@yahoo.com

SKILLS

Ruby, Ruby on Rails, JavaScript, jQuery, React.js, Redux, SQL, Git, HTML5, CSS3, AWS, AngularJS, Python, C++

EXPERIENCE

Software Engineer Intern
CliniComp, Intl. Jun 2016 - May 2017

- Utilized JavaScript, React, and MobX to refactor portion of company's web application in order to make error finding easier and improve overall UI/UX
- Optimized visual representation of tables by using the React Virtualized library
- Presented work to head of engineering at the end of the internship, having it approved and stored as a reference for later use, initiating the start for the company's application to refactor in React

Software Engineering Intern
Waterfall Inc. Jun 2015 - Sep 2015

- Used Java, JUnit, and Selenium WebDriver to create automated tests, saving 3 people a day of manual testing
- Experienced the Agile work methodology with a Scrum framework, having daily stand up meetings and code reviews, which improved overall code production and quality
- Utilized Pair Programming to improve overall attention to detail and speed, increasing productivity by 30%

EDUCATION

University California @ San Diego (Spring 2017)
BS - Computer Science, 3.75 GPA, Cum Laude

App Academy (Winter 2017)
Immersive software development course with focus on full stack web development

PROJECTS

TeaMi Live Site | Github
A Full-Stack Real Time messaging web application made with React/Redux, HTML5, CSS3, and Ruby on Rails

- Avoided N+1 Queries by using Active Record to fetch data for chats and messages at the same time
- Created validation logic in Rails and Active Record to avoid creating duplicate chats with the same user
- Utilized Action Cable Web Sockets, allowing for real-time messaging and gifs from the GIPHY API
- Integrated use of AWS for uploading pictures, reducing time needed to load resources

MyMetrics Live Site | Github
A Full-Stack BioMetric Logger made with MongoDB, Express, AngularJS, and Node.js

- Worked on Patient View and functionality, using AngularJS for reactive updates
- Modularized components in Patient View by using bindings to reduce file size and keep components modular
- Created Graph Service and User Service for use of graphing on different views and frontend authentication
- Implemented update on patient's condition by comparing their current day metrics with previous inputs

GameBuddy Live Site | Github
Data visualization of Twitch streams using JavaScript, HTML5, CSS3, and D3.js

- Utilized D3.js to grab elements from the DOM and manipulated them to create graphs in different forms
- Integrated Twitch API to pull real-time data from the current top streams with network requests
- Structured data gathered using JavaScript to show different statistics for Twitch streams
- Used DOM Manipulation to implement tooltips by adding Mouse Events to each graph