

# Lawrence Guintu

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## EDUCATION

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

**App Academy** (Winter 2018)

Immersive software development course with a focus on full stack web development

## EXPERIENCE

### Software Engineer Intern

*CliniComp, Intl.*

Jun 2016 - May 2017

- Improved overall UI/UX and error finding by refactoring portion of company's web application with JavaScript, React, and MobX
- Optimized visual representation of tables by using the React Virtualized library
- Initiated the start of refactoring other components of the company's web application to use React after presenting work to the head of engineering at the end of the internship

### Software Engineering Intern

*Waterfall Inc.*

Jun 2015 - Sep 2015

- Saved 3 work days of manual testing by creating automated tests with Java, JUnit, and Selenium WebDriver
- Improved overall code production and quality with daily stand up meetings and code reviews, using the Agile work methodology with a Scrum framework
- Increased attention to detail, speed, and, productivity by 30% by utilizing Pair Programming

## PROJECTS

TeaMi

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

*A Full-Stack Real Time messaging web application made with React/Redux, HTML5, CSS3, and Ruby on Rails*

- Allowed real-time messaging and gifs from the GIPHY API by utilizing Action Cable Web Sockets
- Removed N+1 Queries by using Active Record to fetch data for chats and messages at the same time
- Avoided creating duplicate chats with the same user with validation logic in Rails and Active Record
- Reduced time needed to load resources by integrating the use of AWS for uploading pictures

MyMetrics

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

*A Full-Stack BioMetric Logger made with MongoDB, Express, AngularJS, and Node.js*

- Implemented Patient View functionality, leveraging AngularJS's two-way data binding 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 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*

- Created different graphs by grabbing elements from the DOM, manipulating them, and using D3.js
- Pulled real-time data from the current top streams with network requests to the Twitch API
- Implemented tooltips by adding Mouse Events to each graph and manipulating the DOM

## SKILLS

Programming (Proficient): Ruby, JavaScript, HTML, CSS

Programming (Familiar): Java, Python, C++

Tools/Frameworks: React.js, Redux, AngularJS, jQuery, Ruby on Rails, SQL, Git, AWS