Lawrence Guintu

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EDUCATION

University of California San Diego   June 2017
B.S. Computer Science, GPA 3.75, Cum Laude

App Academy   March 2018
Intensive 1000-hour full stack software development program with < 3% acceptance rate

EXPERIENCE

Software Engineer Intern
CliniComp, Intl.   June 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.   June 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