# **LOUIS LEON**

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SKILLS JavaScript, Ruby, HTML/CSS, SQL, Rails 5, MongoDB, Express.js, React, Redux, Node.js, Git, Python, Multiple AWS services

#### **PERSONAL PROJECTS**

**SoundCrowd** (React/Redux, Rails 5, Postgres/SQL, Ajax/HTTP, HTML5, SCSS, JavaScript, AWS)

live | github

Full stack, single-page clone of the popular SoundCloud social media and music app

- Designed a song CRUD, using Rails 5 with ActiveStorage to allow cloud storage of image and audio files on AWS S3. Asynchronous HTTP requests allow the site to update without reloading when creating, playing, or deleting songs.
- Created a custom audio player component using React / Redux and JavaScript DOM manipulation to implement all standard GUI player controls. Used global frontend state to allow continuous playback while navigating site.
- Designed custom frontend routes for a scaled-back UI/UX, including song pages, user/artist pages, and splash pages for discovering music by genre or release date; each page renders custom React components.

MyPhotoJourney (MongoDB, Mongoose, Express, React/Redux, Node.js, JavaScript, HTML5, CSS, AWS)

live | github

Full stack social/travel app for creating and sharing interactive vacation maps

- Built custom API routes and model validations to accept user-submitted location names and translate them to valid longitude/latitude coordinates, allowing photos to be displayed at the correct locations on the map.
- Validated user input in both frontend input fields and backend Mongoose ODM models to eliminate ambiguous inputs or typos, and to render informative errors to users.
- Designed a dynamic user entry form that starts searching for coordinates when the user starts typing a location name, updates the search whenever more location information is entered, and informs the user about the status of the search.

#### **SympleSynth** (JavaScript, HTML5, CSS, Web Audio, Webpack)

live github

Keyboard synthesizer instrument for creating, saving, and playing dynamic and customizable sounds

- Developed a clean user interface for generating, controlling, and visualizing highly customizable sounds in the browser using only vanilla JavaScript / HTML / CSS and the native Web Audio API.
- Engineered an object-oriented structure to generate audio signals and control signal flow through many audio processing modules, contained in custom classes controlled by the synthesiser object.

#### **EXPERIENCE**

**Programming Instructor** - MV Code Club, San Francisco CA

Sept 2018 - Jan 2019

 Devised lesson plans and worked with groups of up to 20 students on core programming concepts using JavaScript and MIT's Scratch learning platform

## **Software Engineer** - *Riva, San Mateo CA*

June 2019 - Present

- Collaborated in a small team of full-stack engineers to design and implement a highly scalable web application using serverless architecture in AWS
- Took the lead in researching, developing, and deploying our secure payments system; handled frontend components, secure external APIs, and business logic regarding recurring payments and customer-specific subscription plans

### **EDUCATION**

**University of Texas at Austin** - BA Philosophy, Mathematics minor

Sept 2012 - Aug 2018

 Relevant Coursework: Elements of Computers and Programming, Software Design, Introductory and Intermediate Symbolic Logic, Discrete Mathematics

App Academy Jan 2019 - Mar 2019

• Immersive, 1000-hour full-stack software development course that teaches topics including MVC frameworks, TDD, pair programming, algorithms and data structures, scalability, OOP, and programming best practices.