Oscar Reyes

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Education

University of California Irvine   Sep 2018 - June 2022
Bachelors of Science in Human-Computer Interaction Informatics
Coursework: Project Management, Software Design: Applications, Boolean logic and Discrete Structures, Programming with Software Libraries, and Computer Networks

Experience

ObvioHealth - Software Engineer   Jan 2022 - June 2022
Remote | New York | Project Video
- Collaborated with a team of 5+ developers and product management team to develop CoachLink, a React Native mobile app using Twilio API, enhancing clinician-patient communication and medical assistance by 85%.
- Designed and programmed essential UI elements, including homepage, login, signup, and messaging pages, using TypeScript, HTML, and CSS, achieving a cohesive visual design aligned with Figma mockups.
- Created GraphQL queries for messaging and video chat features, integrating them with Twilio API and Gifted Chat.
- Implemented efficient task tracking through organized sprint reports, ensuring timely completion of project milestones.

Kailasa - Front-end Engineer   Nov 2023 - Present
Remote | Los Angeles
- Utilized Vue.js and CSS to program visually appealing and responsive user interfaces for critical sections, allowing users to sign in and purchase religious services provided by Kailasa, with minimal errors.
- Securely stored records of users' purchases to save 7+ hours of management for Kailasa to arrange each service for each week.
- Ensured seamless integration of design elements from Figma mockups into the front-end development.
- Established and led weekly sync-ups, through Google Meet, with the lead software engineer, promoting effective communication and ensuring alignment on website design and feature updates with project goals and deadlines.

Projects

College Housing Application - GitHub | Figma   Mar 2023 - Present
Languages/Frameworks: React.js, Node.js, JavaScript, CSS, HTML, SQL
- Engineered a user-friendly website, using React.js, catering to UC students, making it possible for them to search for nearby housing accommodations
- Enhanced user experience by implementing a category filter, using Node.js and SQL, allowing personalized preferences for price range, bedding situation, and distance.

Holo - GitHub | Figma   Jan 2022 - Mar 2022
Languages**:** JavaScript, EJS, CSS, SQL, Node.js
- Created an interactive, renting web application that helps common people rent out sports gear and vehicles.
- Built a database using SQL to store items displayed on the homepage using EJS and JavaScript and programmed a functional search bar to allow users to access an unlimited line of products to conveniently rent any day.

PyGame Sorting Visualization - GitHub   Mar 2023 - April 2023
Language/Library: Python, PyGame
- Created an interactive, visualizer of sorting algorithms (bubble sort and heap sort) with PyGame through object-oriented programming to demonstrate the speed and efficiency between the two.
- Allow visual learners to understand the speed and difference of technique both algorithms differ from one another.

Technical Skills

Languages: JavaScript, Python, Java, CSS3, HTML5, SQL, and TypeScript
Frameworks/Libraries: OAuth 2.0**,** Vue, React.js, React Native, Node.js, Express.js, Docker, JQuery, Next.js, Tailwind and Nuxt
Tools: Figma, Jira, GitHub, VSCode, Caddy, and MySQL