# Mimi (Oanh My) Ly

## Full Stack Software Engineer

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React.js, Ruby on Rails, JavaScript, CSS, HTML, Ruby, jQuery, Redux, SQL, Git, Github, AWS S3, Node.js, Python, Java, MongoDB, Procreate, PhotoShop, APIs

### **PROJECTS**

GameBuddy (MongoDB, JavaScript, Heroku, HTML5, CSS3, Ruby, npm, Node,js, Express.js)

Live Site | Github

An online social platform that facilitates the interactions between users of different skill levels to create a fun and friendly gaming community.

- Leveraged websockets, Javascript and Riot API to render users's statistics and instant messaging in real time
- Ensured user privacy through front-end and back-end authentication using MondoDB to store non relational data
- Optimized query performance using MongoDB to read indices in both ascending and descending order
- Created custom modal framework using React component, which allows for reusable HTML elements that can be changed without reloading the entire page, allowing for cleaner and more efficient UX/UI
- Collaborated with 3 software engineers to minimize merge conflicts by working on a single code repository and sending pull requests for a smooth Git workflow

**Fun Elephant** (Ruby on Rails, Redux, JavaScript, AWS, Heroku, PostgreSQL, React, HTML5, CSS3, Ruby)

Live Site | Github A clone of Drunk Elephant website where users can mimic the features of adding items to cart, create a wish-list, write reviews, and read about the product descriptions.

- Architected custom form validation and modal component using React and Rails for DRY, modular code
- Developed reusable components to ensure user experience will be the same across all products, optimizing SQL queries
- Designed SQL queries through the utilization of Active Records and improving the performance of ActiveRecords queries by selecting only the needed data and reduce the number of instantiated objects
- Retrieved API data of each products by making HTTP API calls to fetch and save items to render smooth product show page

#### e-Sunny (Vanilla JS, Ruby, HTML5, SCSS)

<u>Live Site</u> | <u>Github</u>

Interactive JavaScript and HTML5 Canvas game designed to showcase the responsibilities of owning a pet that is suitable for all ages.

- Utilized canvas element to implement fundamental game mechanics like rendering and moving images, controlling mechanism, and winning and losing states
- Applied keyframes animation in CSS to create smooth animations
- Applied end-to-end testing to ensure game behave as expected and remain bugs free
- Incorporated event handlers to detect changes in the browser or operating system environment

#### **EXPERIENCE**

#### **Medical Administrative Assistant**

Advanced Orthopedic & Sports Medicine, Nov 2017 - Jun 2022

- Assisted new hires by training them to work in a professional, engaging, and fast-paced environment, which resulted in a decrease in turnover rate by 30%.
- Took initiative to adopt a new Electronic Medical Records system (EMR) resulting in 30% more work efficiency
- Facilitated patient-doctor communication which resulted in customer satisfaction score of 4.6 stars out of 5 on yelp
- Boosted team efficiency by 10% by providing direction for social marketing that were in development
- Supervised a team of 5 front desk assistants and 8 medical assistants to resolve issues arising during shifts

#### **Medical Assistant**

Pacific Heights Medical Group, Sept 2016 - Jun 2017

- Collaborated with venders to order medical supplies for the office, resulting in decrease of overhead cost by 10%
- Supported doctors with filling out medical records, disabilities paperwork, and prescription refills
- Established and optimized schedules to keep coverage and service in line with office demands
- Offered hands-on assistance to patients and doctors and maintained the office workflow

#### **EDUCATION**

**App Academy** - Immersive software development course with focus on full stack web development (Summer 2022) **University of California, Irvine** - *BS* - *Business Economics* (Spring 2015) **University of California, Irvine** - *BS* - *Public Health Sciences* (Spring 2015)