Mimi (Oanh My) Ly
Full Stack Software Engineer

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SKILLS

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
A social platform that facilitates the interactions between users of different skill levels to create a fun 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)   Live Site | Github
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 to create a dynamic gaming environment
- Applied keyframes animation in CSS to create smooth animations
- Implemented 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
- Supervised and trained a team of 12 new hires to work in a professional, engaging, and fast-paced environment, which resulted in a decrease in turnover rate by 30%
- Initiated adoption and implementation a new Electronic Medical Records system (EMR) resulting in 30% more work efficiency
- Boosted team efficiency by 10% by providing direction for social marketing that were in development
- Facilitated patient-doctor communication which resulted in customer satisfaction score of 4.6 stars out of 5 on yelp

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 6 doctors with filling out medical records, disabilities paperworks, and prescription pre-authorization refills to ensure patient satisfaction and on time quality of care
- Established and optimized schedules to keep coverage and service in line with office demands

EDUCATION

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