

Vivienne De Guzman

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SKILLS Ruby, RSpec, Ruby on Rails, React, Redux, JavaScript, jQuery, SQL, HTML5, CSS3, Git

EDUCATION

AppAcademy - 2018-2019

Immersive 1000-hour software development course with <3% acceptance rate and emphasis on TDD, algorithms, coding style, and best practices

Stony Brook University - 2013-2017

- Bachelor's of Engineering, Computer Engineering
- *Course Highlights:* Introduction to Object Oriented Programming, Data Structures, Computer Science III

PROJECTS

2020 | (MongoDB, Express.js, React/Redux, Node.js, HTML, CSS)

[live](#) | [github](#)

A single-page application where users can receive information about people's attitudes towards political candidates

- Implemented front end user authentication by using Axios to make requests to the database with user data
- Established foundation for user interface by using React to setup front end routes and to create and render components for user interaction
- Implemented update of results on new search by adding a search action to sentiments and tweets reducers for a smooth user experience
- Applied CSS properties to make the comments sidebar responsive to the screen size, dynamically changing its height and width

MediumRare | (React/Redux, Rails 5, PostgreSQL, HTML, CSS)

[live](#) | [github](#)

A clone of the website Medium, where users can read and post stories

- Utilized BCrypt to authenticate user login information in order to create a new session for the user
- Improved user experience by integrating a loader animation that displays conditionally based on whether data has been loaded or fetched from the database
- Used React to create modules for user stories with an image, a preview, and links to both the author's profile and post for ease of user navigation
- Kept code DRY by creating a single form for both signup and login pages and a modal to display both

Homenum Revelio | (JavaScript, HTML, CSS)

[work in progress](#) | [github](#)

A Harry Potter themed puzzle game inspired by the game minesweeper

- Leveraged classes and object-oriented programming in order to have each object store its own information and handle actions upon itself
- Utilized asynchronous calls to set timers on squares with mines in order to reveal all mines in succession with 0.1 second intervals upon loss
- Created animated opening effect on squares by using a callback to clear and render rectangles of dynamically changing size

VOLUNTEER

PUSO Choir Co-Director

Philippine United Student Organization (PUSO)

Nov 2015 - Dec 2016

- Prepared a 15 person choir for performance by coordinating practices and teaching Filipino and English songs
- Managed members by keeping track of attendance using Excel and being a point of contact for communication

Public Relations Officer

Institute for Electrical and Electronics Engineers (IEEE) Stony Brook

Aug 2016 - May 2016

- Advertised academic workshops and social and professional events to the Stony Brook University community via flyers and Facebook event pages
- Designed and created eye-catching informational flyers using Adobe Photoshop