Chris Vo

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SKILLS
Javascript, React/Redux, Ruby on Rails, HTML5, CSS3, Git, Java, SQL, MongoDB, Node.js, C++

PROJECTS

Harmony   Live Site | Github
A single-page, pixel perfect clone of Discord that allows users to communicate with others in real-time.
React/Redux, Ruby on Rails, PostgreSQL, Webpack, Action Cable/Websockets, Heroku
- Integrated Websockets in application using Rails' Action Cable and Redis to manage simultaneous connections across multiple clients for live messaging.
- Optimized application's performance by utilizing ActiveRecord's associations, creating custom SQL queries, and caching data on first visit, in order to reduce server load, decrease amount of Ajax requests, and avoid N+1 queries.
- Ensured user privacy and autonomy through frontend and backend User Authentication by encrypting credentials using BCrypt, defining protected React routes, and bootstrapping current user's non-sensitive information using localStorage, allowing users to only access and modify their own data.
- Designed RESTful API to handle multiple CRUD operations in relation to application's entities by formulating RESTful and custom routes and normalizing JSON response data, allowing flexibility in requesting and retrieving data.

SWEETT   Live Site | Github
A time tracking and goal setting app for software engineering job seekers.
MongoDB, Express.js, React/Redux, Node.js, Babel, npm, Heroku
- Coordinated team of four to develop the app by organizing daily Agile Scrum meetings, planning wireframes and technical designs, and conveying each feature's abstractions, including functionality and aesthetics, to each member.
- Administered Git feature-branch workflow by reviewing pull requests from other team members and handling merge conflicts, allowing team to work on similar features without interfering the main codebase and increasing productivity.
- Assisted team members on debugging and resolving issues to ensure seamless team dynamics and workflow.

Interactive Twelvefold Way   Live Site | Github
An interactive visualization of twelve, combinatorial formulas using balls, bins, stars, and bars.
JavaScript, Canvas, HTML, CSS, MathJax
- Leveraged Object-oriented principles through inheritable classes, polymorphic functions, and UML Diagram consisting of all classes and respective methods, allowing for DRY, modular, and reusable code.
- Implemented dynamic movements of various objects using mouse and bounds and custom collision detection, in order to add layers of interactivity without compromising educational information.

Amusement BLOX   Live Site
A game in Roblox revolving around an amusement park with various attractions and minigames.   *(Spring 2008)*
Roblox Studio, Lua
- Built the game using game design methodologies, Roblox's game editor *Roblox Studio,* and Lua at the age of thirteen, accumulating 50,000+ game visits/plays, with over 500+ concurrent players at one point.
- Enhanced the game experience and complexity by actively maintaining and updating the game through player feedback and selling 1000+ in-game items and cosmetics for virtual currency.

EDUCATION
App Academy - Immersive software development course with focus on full stack web development and <3% acceptance rate (Winter 2020)
San Jose State University - *BS - Applied and Computational Mathematics*   (Spring 2019)
Relevant Coursework: Data Structures and Algorithms, Object Oriented Design, Database Management Systems, Advanced Java Programming, Applied Probability and Statistics, Graph Theory