Andrea del Rio	(530) 632-6339	adelrio@gmail	<u>.com</u> <u>.</u>	<u>delrian.me</u>	<u>LinkedIn</u>	<u>Github</u>
Skills	Ruby Ruby on Rails	JavaScript React/Redux	jQuery SQL	HTML5 CSS3	React I	
Experience	Project Manager   Google Maps  Mountain View, CA — Jan 2014 - October 2016					
	<ul> <li>Managed a small team of contractors dedicated to investigating and resolving global issues with Google Maps local listings, piloted new workflows and policies, and provided local knowledge and context for Google Maps' operations.</li> <li>Spearheaded Disputed Areas and Prominent Places projects ensuring feature stability.</li> <li>Resolved highly visible escalations (eg. rendering Israel or Palestine on a map) through forged relationships between engineering, other teams throughout maps, and my own team.</li> <li>Built and maintained SQL scripts and complex queries for data analysis and extraction.</li> </ul>					
	Local Data Quality Evaluator   Google Maps (Adecco)  Mountain View, CA — February 2012 - January 2014					
	<ul> <li>Overhauled debugging Maps infrastructure via documenting each step, discovering those that could be streamlined, and communicating these features to senior management.</li> <li>Trained all team members in debugging key geolocation tools as well as Maps backend infrastructure.</li> <li>Counseled teams across Maps regarding key issues and the requirements necessary to address them.</li> </ul>					
Projects	Full Stack Engin					Github
	Single-page web appl based on meal.					-
	<ul> <li>Developed Rails associations to handle CRUD logic for new recipes, ingredients, categories, users, and user sessions.</li> <li>Integrated filter search using jQuery AJAX ORM requests to Postgres database.</li> <li>Implemented React and Redux frameworks to transfer between the backend database and the DOM.</li> </ul>					
	Sole Engineer   Moray Fun Browser game using JavaScript and Canvas.js				In Progress  <u>Github</u>	
	<ul> <li>Utilized vector math to generate dynamic gameplay in a HTML5 Canvas element.</li> <li>Customized JavaScript functionality for all game interactions including AI interactions.</li> <li>Implemented smooth animation transitions with setIntervals.</li> </ul>					
	Full Stack Engin Mobile stock market		_	backend and Read		Github
	<ul> <li>Collaborated with two other engineers to build a mobile stock market game</li> <li>Implemented a React Native frontend with a Rails backend.</li> <li>Utilized Fetch requests and Nokogori gem to retrieve the most current stock information and make the game feel realistic.</li> </ul>					
Education	App Academy Full Stack Web Develo	opment Course - Jan 2	017 - Mar 20	017		
	University of Ca B.A. Philosophy and F	lifornia San Die	go			