

Skills

Javascript, jQuery, CSS, HTML5, Ruby, Ruby on Rails, Angular, MongoDB, Express, Node.js, Bootstrap & Sass, PostgreSQL, Socket.io, Ionic Framework, PHP, MySQL, Magento

Projects

Coordinet: Location-sharing based chat-app that allows users to communicate on their phones through a combination of custom Google map markers and local chatrooms.

Technologies used: Ionic, Socket.io, Node.js, HTML5, Javascript, jQuery, Animate.css

ConShareto: Worked as a team to develop a concert-tracking application with an easy to use UI using the MEN stack. My focus was in utilizing API calls (Jambase) to pull out concert information and developing the user-interface of the application.

Technologies used: Node.js, MongoDB, Express, HTML5, Javascript, jQuery

Product Guide/Quiz - (Better Life Products): The product guide is an inhouse-app that provided new salespeople an accessible and trackable method to learn about the products that we carry. Features include: a pdf generator that pulls information from a MySQL database and a customizable quiz-application.

Technologies Used: PHP, Javascript, jQuery, Bootstrap, Magento, mySQL

Hold'em: A Texas Hold'em simulator I built after my second week at General Assembly.

Technologies used: HTML5, CSS, Javascript, jQuery

Employment History

Better Life Products, Inc, Torrance, CA

2016 - 2016

Web Developer (LAMP)

- Converted PSDst to responsive web pages/ Developed front/back-end Magento features
- Developed tthe product guide, which is an in-house training program for the new hirees.
- Conceptualized and implemented a new project management workflow.

General Assembly, Los Angeles, California

2015 - 2015

Web Development Immersive Student

- GA's WDI is a 12 week immersive web development program, during this course I spent 600 + hours learning computer science topics and how to build web applications .

Lih-Jen International Elementary School, Taipei, Taiwan

2014 - 2015

Homeroom Teacher

Education

BA, Political Science

2013

University of California, Riverside, Riverside, CA