

Alejandro Chang

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[LinkedIn](#)

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SKILLS Ruby, Ruby on Rails, JavaScript, jQuery, React.js, Redux, SQL, Git, HTML5, CSS3, MongoDB

PROJECTS

Betternote (*JavaScript, React, Redux, Node.js, Rails, Ruby on Rails*) - Sole Developer

[Live Site](#) | [Github](#)

A customizable application that allows users to create notebooks, notes, and stay organized.

- Achieved a pixel-perfect clone of the famous note-taking application Evernote. In this project I used CSS3 and HTML5 properties while working through the complexity of combining multiple front-end components.
- Integrated and uniquely styled the Quill.js text-editor library for users to create notes, delete notes and edit notes. Some of the editing features include different texts sizes, fonts, text-colors and file uploads(images, videos) .
- Designed reusable components with React/Redux to maintain DRY code standards and incorporate all the main functionality of the project.

SimplyTravel (*JavaScript, React, Redux, Node.js, Express.js, MongoDB*) - Collaborating Project

[In Progress](#) | [Github](#)

An efficient travel planner allowing users to get from current location to destination with recommendations on hotels, airfare and local events.

- Implemented Google Maps and JavaScript APIs to allow users the ability to interact with a map and to render custom-built markers.
- Crafted a responsive search bar for user's location and destination using the Google Geocoding/Geolocation API allowing for the users location to be used.
- Operated the Amadeus API to deliver information regarding flight locations and flight prices fulfilling a major role in the functionality of SimplyTravel.
- Implemented a responsive and animated sidebar with infinite-scroll using CSS media-queries and transition properties.
- Mapped out cascading API calls with Axios to find airports nearest to the desired destination, the cheapest flights available, and nearby hotels and local attractions.

AudioTheme (*JavaScript, Node.js, Express.js, Canvas*) - Sole Developer

[Live](#) | [Github](#)

A music application rendering visuals and music categories on users input

- Created an engaging user interface with exciting visuals using JavaScript/Canvas.js to randomize colors that the user experiences.
- Utilized HTML5 AudioElement for processing of audio files, enabling the user to play different genres of music.
- Connected Canvas.js and HTML5 AudioElement to store audio frequencies which rendered visuals based on the music sound, pitch and reverb.
- Implemented Vanilla JS to provide functionality to play, pause, mute and volume features..

EXPERIENCE

Claims Specialist

Digistream Inc., Nov 2016 - Apr 2018

- Conducted extensive research and reports through our analytics Microsoft CRM Software.
- Made educated and informed decisions based on sales analysis and data representation through CRM helping Digistream retain clients while pursuing new ones.
- Trained, managed, and shadowed candidates who were to become Claims Specialists within the Bay Area office.
- Increased hours, revenue and sales for the claims department in the Digistream Bay Area Office by at minimum 12% since joining the team.

EDUCATION

App Academy - Immersive software development course with focus on full stack web development (2018)

University California @ Santa Barbara - BA - *Political Science* (2016)

University California @ Santa Barbara - BA - *Spanish Language* (2016)