

Amanda Chen

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[LinkedIn](#)

[Github](#)

Los Angeles, CA

SKILLS

JavaScript, React, Redux, HTML, CSS, Ruby, Ruby on Rails, Mongoose, MongoDB, Node.js, Express.js, SQL, SQLite3, PostgreSQL, Webpack, jQuery, Git, Heroku

PROJECTS

Welp

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

A full stack clone of Yelp built using React / Redux, Rails 5, Ruby, and Postgresql

- Employed Ruby on Rails, applying ActiveRecord models and controllers for Users, Businesses, and Reviews to store data and query the database to pass relevant businesses and associated reviews data to the frontend
- Utilized Ajax to make RESTful API calls, fetch data from the backend through JSON Builder and render to the user on the frontend, allowing users to search for businesses based on queries or filters
- Implement map feature using Google Map API to render a map and display markers representing businesses based on the user's search queries or filters

Flip Up

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

A flashcard-creating and studying game app built using React / Redux, MongoDB, Express, and Node.js

- Led a team of 3 engineers, verifying the completion of goals by specific deadlines, serving as the point of contact with the team's project advisor, and adopting proper git workflow standards to minimize potential merge conflicts
- Applied React and Redux to create the proper components and modify the state accordingly, providing users with CRUD functionality for both flashcards and friends
- Deployed to and utilized MongoDB to store user and flashcard data and to allow for increased scalability
- Employed validators in the frontend for user input associated with creating accounts or flashcards in order to prevent faulty data from being saved to the database

Kitten' Around

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

A 2-D platform game built using vanilla JavaScript, HTML, and CSS

- Implemented a system using collision detection, gravity functions, and documentEventListeners to calculate and allow for player and enemy movement and to check for game end
- Employed vanilla JavaScript to position elements and draw game graphics and HTML5 Canvas as a container to render graphics to the player
- Utilized HTML and CSS flexbox in order to make game canvas scalable and flexible based on player screen size

EXPERIENCE

Ernst & Young

June 2021 - August 2021

Assurance Intern

- Created closing meeting slides, including preparing an analytical review of the income statement and balance sheet, and following up on key issues identified
- Calculated and updated the overall analytical review of income statement accounts during a six-month period
- Assisted in the quarterly rollforward and fluctuation analysis of the content library account balances
- Updated and formed calculations for the summary of review of audit differences

Levitt & Rosenblum, CPAs

December 2019 - April 2021

Accountant Assistant

- Solved firm-wide issue of linking Excel to Word for financial statements, increasing efficiency by 25%
- Corrected financial statements to meet new audit standards and modified them for quality control audits
- Collaborated with management and partners to discuss tasks and ways to streamline workflow processes
- Assisted with data entry, organizing files, mailing client tax files, and other clerical duties

EDUCATION

App Academy

October 2021 - February 2022

1000-hour immersive full stack web development course with <3% acceptance rate

University of California, Los Angeles

September 2018 - September 2021

Economics major, Accounting minor