

# Amanpriya 'Riya' Kulkarni

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## SKILLS

Ruby, Rails5, JavaScript, jQuery, React.js, Redux, Java, Python, Node.js, PostgreSQL, Git, HTML5, CSS3

## PROJECTS

### Spookify | (Ruby on Rails, React/Redux, Webpack, PostgreSQL)

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

*A music streaming service inspired by Spotify*

- Implemented an instant search feature utilizing React's re-rendering on state change and a setTimeout function to send AJAX requests every .3 seconds, fetching search results efficiently as the user types
- Applied ActiveRecord eager-loading on associations to eliminate N+1 queries and optimize backend API requests
- Built a React and HTML5 music player, which stored information on the current song in a slice of Redux state, allowing the user to seamlessly stream music while navigating the site
- Incorporated Polymorphic model associations allowing the user to save and follow multiple songs/albums/artists, reducing the number of database tables by almost 50%

### Current | (Node.js, Express, React/Redux, MongoDB)

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

*A trending content aggregator that displays posts from multiple websites in one place, built in a team of 4*

- Incorporated React reducers to process information from the Google Trends API, and implemented functionality to switch between fetching general trends versus related trends based on user search input
- Connected backend Express routes to frontend with axios requests in React actions, fetching a user's saved bookmarks, and rendering those bookmarks as links which automatically searched the term
- Processed search results from Youtube, News, and other APIs, passed them into React Components and then shuffled the components in an array, rendering them as an aggregate of random trending content
- Connected backend user authentication to frontend Redux state and created a React modal Component to display signup/login forms

### Piano-Cat | (Javascript, HTML5, Webpack, CSS)

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

*An interactive piano playing tutorial-style game*

- Designed a Level JS Object to store current level on the window, so switching levels was simplified to passing the next level's information to one instance of the class - this greatly improved speed and used less storage
- Implemented game logic using JS eventListeners and setTimeout functions to process whether the user played back the correct notes in the correct order, giving them constant feedback, and determining level completion
- Built a virtual piano with computer keys connected to the piano notes, and used a spritesheet with HTML Canvas to render the keys in different colors based on whether the user played the correct notes

## EDUCATION

### App Academy

- Rigorous 1000-hour software development course with focus on full stack web development
- Coursework: Rails, SQL, JS, React, Object Oriented Programming, algorithms, and programming best practices

### University California @ Berkeley

*Computer Science - Relevant Coursework*

- Linear Algebra & Differential Equations, Structure and Interpretation of Computer Science, Data Structures and Programming Methodology

## EXPERIENCE

### Sales Representative (Spring 2018)

*Heavenly Couture Berkeley*

- Managed the register and assisted customers in finding well-fitting items to match their personal style
- Took initiative to strategically create a new attractive merchandise display, drawing in more customers