Annie Giang
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SKILLS
Frontend: React/Redux, HTML5, CSS3
Backend: Ruby on Rails, Express.js, Node.js
Database: PostgreSQL, MongoDB

Languages: JavaScript, Ruby, Python, SQL
Other: Webpack, Babel, Git, jQuery, Heroku

EXPERIENCE
Software Engineer Apprentice | Nov. 2019 - present | App Academy | San Francisco, CA
- Conduct technical and non-technical screens of coding bootcamp applicants
- Assessed algorithmic aptitude in various languages, including JavaScript, Ruby, and Python

Outreach and Recruitment Manager | Sept. 2018 - June 2019 | Breakthrough San Francisco | San Francisco, CA
- Utilized Wordpress's Divi plugin to completely redesign Breakthrough's website for friendlier usability, launching new brand identity and incorporating new colors and logo. (https://www.breakthroughsf.org/)

PROJECTS
iFluent *Fullstack clone of iTalki, a language learning platform*
React, Redux, Ruby on Rails, and Postgresql, Heroku.
ifluent.herokuapp.com/ | github.com/anniegiang/iFluent
- Designed the ability to search for teachers by language by sending the language name as a query and establishing Active Record associations between teachers and languages.
- Improved state organization by storing core data types in objects and making the IDs as keys and data as values, achieving constant lookup time and normalizing the Redux store.
- Leveraged the React-Slick library to build a photo gallery that allows users to click through slides using navigation arrows.

Mood Booster *Single page app that boosts motivation for software engineers.*
MongoDB, Express, React, and Node.
moodbooster.herokuapp.com/ | github.com/anniegiang/mood-booster
- Developed a dynamic API route that handles favoriting functionality for all three content types (photos, videos, and quotes) by sending content-identifying information in the request body of every Axios call.
- Implemented CRUD commenting functionality by embedding comment documents in all three content type Mongoose models and referencing the user's ID within comment documents.
- Customized private API routes by storing signed JSON Web Tokens in the request headers upon successful login/sign up.

Piano Tiles *Single-player game where the goal is to tap tiles quickly while avoiding non-target tiles.*
Vanilla JavaScript, HTML5 Canvas, and OOP design principles.
piano-tiles.herokuapp.com/ | github.com/anniegiang/piano-tiles
- Assured accurate countdown timers using JavaScript's Date object to achieve stable frame-rates,
- Designed dynamic game play by incorporating keypress and mouse click functionality, using event listeners to access keypress codes and offset values.
- Utilized Canvas's request animation frame to smoothly animate the movement of tiles by a pre-specified amount.

EDUCATION
App Academy | 2019 | San Francisco, CA
1000-hour full-stack web development immersive with <3% acceptance rate.

UC Berkeley | 2014-2018 | Berkeley, CA
BA of Cognitive Science, Minor in Music
Recipient of the Cal Opportunity Scholarship (2014) - A prestigious UC Berkeley full-ride scholarship.