

Anthony Tam

P: 650-888-3815

anthonyltam@gmail.com

[Portfolio](#)

[LinkedIn](#)

[Github](#)

SKILLS

JavaScript, React, Redux, Ruby on Rails, MongoDB, Node, Express, SQL, PostgreSQL, noSQL, jQuery

EXPERIENCE

App Academy

Javascript Instructor

12/2018 – Present

- Oversaw student's development and understanding of Javascript topics ranging from scopes, hoisting, to more advanced material including recursion
- Helped students walk through and debug daily projects and assignments
- Collaborated with curriculum instructor to administer tests and provide curriculum instruction to students

Blue Line Pizza

Server

3/2015 – 3/2016

PROJECTS

Porcelain | (MongoDB, Express, React, Node) | Collaborator in Team of 4

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

A dynamic, single-page application that allows users to find and rate nearby toilets using the Google Maps API.

- Utilized React-Router to construct protected and authorization routes to create a personalized user experience
- Implemented a modal framework using React component architecture, allowing users to toggle display seamlessly based on modal background properties
- Implemented a strategy for user authentication with Passport.js, using BCrypt for password hashing, ensuring user information is secure.

BrokenFork | (PostgreSQL, Rails, React/Redux) | Sole Developer

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

A restaurant reservation app inspired by OpenTable.

- Leveraged AWS S3 storage to store images in the cloud, reduce server load, and increase scalability
- Used database-level validations on Rails to identify reservations with overlapping dates, preventing double bookings from users
- Implemented search functionality by continuously changing and updating Redux State, allowing users to pinpoint restaurants by keyword

Sponge & Squids | (Javascript, HTML, CSS) | Sole Developer

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

Browser game where the objective is to avoid incoming squids for as long as possible.

- Developed collision detection algorithm for game elements through calculations involving object position and velocity
- Utilized HTML/Canvas to render game elements in response to changes in the game
- Used JavaScript's requestAnimationFrame method along with timestamp data to normalize frame rate across browsers and devices

EDUCATION

App Academy - Fall 2018

- Immersive software development course with a focus on full stack web development
- Teaches full-stack web development: Rails, SQL, JS, React, TDD, algorithms, and programming best practices.

San Francisco State University - BS in Business Management, 2017