Joy Wu | Full Stack Developer

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I am a creative full stack software engineer with a passion for problem solving. My experience in Web3, music and film allow me to work across disciplines and bring unique cultural value to the team. I want to bring my expertise in cross-disciplinary collaboration, innovative problem-solving, and technical versatility to tackle challenges in web development, focusing on creating responsive, accessible, and visually engaging websites. I aspire to contribute to projects that bridge the gap between technology and the arts, creating more intuitive and engaging digital experiences for users worldwide.

SKILLS
Languages: JavaScript, HTML, CSS, Python **Web Technologies:** Node.js **Libraries and Frameworks:** React, Express.js,Tailwind, Material UI, Django **Databases and other:** PostgreSQL, MongoDB, RESTful Routing, Git, Web3

EXPERIENCE
Developer Relations Content Strategist and Community Manager, GLIF | Remote   Feb 2022 - Present
- Create and execute a content strategy tailored to Web3 DeFi users and Filecoin Storage Provider(SP/Miner), producing guides, tutorials, walkthrough videos to introduce product features, functionalities, and simplifying complex concepts to users.
- Translate and maintain up-to-date technical documentation to facilitate community understanding and engagement.
- Manage GLIF's community channels, addressed and resolved technical support inquiries

Freelance Web3 Content Strategist | Remote   Jun 2021 - Feb 2022
- Developed a comprehensive content strategy for Web3 projects, focusing on educational resources, blog posts to demystify blockchain concepts for developers and end-users.
- Created technical guides, tutorials, and step-by-step walkthroughs that explained fundamental web3 concepts, decentralized finance (DeFi), NFT in a user-friendly manner.

Freelance Filmmaker | Los Angeles, CA   Jan 2019 - Mar 2020

SOFTWARE ENGINEERING PROJECTS
Nomad Advisor- [GitHub](#) | [App](#) - JavaScript, React, Django, Material UI
An app for travelers and digital nomads in discovering new cities and sharing their experiences
- Utilized Material UI (MUI) components for consistent, modern styling and rapid development of UI elements.
- Developed APIs and integrated with external databases third-party APIs to provide live weather updates, currency, population information for cities. Utilized the Google Places API for city search and detailed location information.
- Built backend API with Django REST Framework (DRF), implemented CRUD operations

Travel Bug- [GitHub](#) | [App](#) - React, MongoDB, ExpressJS, NodeJS
An itinerary app where you can plan and organize trips, create trip lists, and include activities
- Designed and implemented the application with Mobile-First Approach, ensuring responsive layouts and seamless user experience across devices.
- Made RESTful API fetch calls to an Express, MongoDB, Node.js backend handling all create, read, update, delete (CRUD) operations
- Used version control system Git, collaborate with team and managed project with Github issues

Tick-it - [GitHub](#) | [App](#) - JavaScript, CSS, React, Django
Find upcoming concerts, sports events and venues in metropolitans cities
- Developed using an Express.js server framework to handle server-side operations efficiently, ensuring a robust and scalable application architecture.
- Implemented controller middleware to manage the flow of data between the server and the database, enhancing the application's performance and maintainability.
- Designed and built a custom API to serve as the backbone for the application's data exchange, allowing for dynamic content delivery and interactive user experiences.
- Employed MongoDB for the database, utilizing its flexible schema to accommodate the diverse range of travel content and user profiles.
- Leveraged modern front-end technologies such as React.js and Styled-Components for a dynamic and aesthetically pleasing user interface, adopting a mobile-first approach to cater to users on the go.

EDUCATION

General Assembly | Remote
Software Engineering Immersive
Full-stack software engineering immersive student in an intensive, 12-week, 500+ hour program focused on product development fundamentals, object-oriented programming, MVC frameworks, data modeling, and team collaboration strategies. Developed a portfolio of individual and group projects.

New York Film Academy | Los Angeles
MFA - Film Production

University of California Santa Barbara | Santa Barbara
BA - Global Studies