

**SKILLS** JavaScript, React.js, Redux.js, Ruby, Rails, MongoDB, Node.js, HTML5, CSS3, PostgreSQL, NoSQL, Python, C

## PROJECTS

**Sparkle** | (Javascript, React/Redux, Rails 5, AWS, Heroku, CSS)

[live](#) | [github](#)

Near pixel-perfect clone of Sporcle, a quiz site where users can post quizzes and take their own as well as others quizzes.

- Implemented fully functional quizzes using Redux state management in which users can post, edit, and delete quizzes as well as take other users' quizzes and maintain the history of their quizzes and scores.
- Utilized AWS S3 to implement quiz icon uploads, allowing users to choose their own image when posting a quiz.
- Produced a seamless and bug-free RESTful API using fetch requests from the frontend and Rails HTTP requests on the backend.

**Cubberd** | (MongoDb, Express, React/Redux, Node.js, Heroku, Edamam API, CSS)

[live](#) | [github](#)

Backend lead for this interactive app that fetches recipes and scores them in two ways based on user preferences.

- Built the app's entire backend using a nonrelational database in MongoDB that utilizes documents and subdocuments, and by leveraging Express to write routes that efficiently query the database according to the needs of the frontend fetch requests.
- Constructed an algorithm in a backend route that scores results in two ways and returns the highest results of either based on the user preference to the frontend fetch request.
- DRYed up backend code by writing dynamic routes that rely on ternary logic to determine actions.

**Bang** | (Vanilla Javascript, HTML, Canvas, CSS)

[live](#) | [github](#)

Vanilla Javascript app that simulates a two-player experience of the classic card game Hanabi.

- Designed an interactive game by building Game, Deck, Card, Game Objects, and Gameview classes, with the logic for discarding, playing, clueing, updating the score, and switching turns in the Game Class and the logic for starting the game, drawing objects, and handling events in the Gameview class.
- Overcame the challenge of animating the game given that the entire Canvas is one HTML element by utilizing page positions of given events for event listeners rather than event elements.

## EXPERIENCE

Business Analyst, Production Operations Manager, Content Specialist

New Classrooms Innovation Partners

October 2019 - July 2022

- Authored requirements management plan (RPM) that ensured a well-documented and intuitive process for gathering and maintaining technical requirements, resulting in clarity for all roles regarding what was expected and when.
- Oversaw processes for scheduling over 30 schools and rostering over students to provide personalized math curricula to all students.
- Performed User Acceptance Testing and provided feedback for a new scheduling process using test schools and a test environment, resulting in a deep familiarity with the product and a smooth roll-out to the rest of the team.
- Managed a team of three contract writers to develop innovative mathematical content for all students ages 9-15.

Math Teacher

The Bronx Charter School for Better Learning

September 2016 - September 2019

- Created and implemented data-driven lessons from scratch for third- and fourth-grade math classes of 25 students resulting in at least 70% of students passing the New York State math test each year and a 50% increase in student scores from beginning to the end of the year assessments.
- Coordinated math intervention program for third grade math students in need of extra support.

## EDUCATION

AppAcademy - Intensive and immersive full stack software development course with < 3% acceptance rate, 2022

Barnard College of Columbia University - Bachelor of Arts in Sociology, 2011-2015, GPA: 3.56/3.56, Dean's List 2015