

Ayala M. Murúch

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FULL STACK DEVELOPER

Software Developer with background in nonprofit sector, graphic design, and overseas education specializing in creativity, empathy, affability, and morale-boosting. Currently completing a 12-week immersive Software Engineering bootcamp at General Assembly to transition into a remote career in tech.

TECHNICAL & INTERPERSONAL SKILLS

Languages: JavaScript, HTML, CSS, SQL, JSON, Typescript, EJS

Libraries and Frameworks: Express.js, jQuery, npm, APIs, MERN Stack, MEN Stack, JSX, SPA, MVC, Node

Databases and other: MongoDB, RESTful Routing, Mongoose, Sequelize, PostgreSQL, bit.io, GitHub, JWTs, GoogleOAuth

Interpersonal skills: morale-boosting, empathic, encouraging, team-oriented, compassionate, mediator

TECHNICAL PROJECTS

Intersect Resurrect and DANCE! Connect Four - [GitHub](#) | [App](#) - Javascript | CSS | HTML | Markdown

Connect Four meets cults, dancing, and chaotic characters with custom art and music to enjoy!

- Coded game updates and responses with DOM events, array iterator methods and callbacks in JavaScript.
- Style gameplay and art with CSS and HTML to create a memorable and unique version of Connect Four.

MeMoMoMaMe - [GitHub](#) | [App](#) - Javascript | CSS | HTML | Express.js | MongoDB | RESTful Routing

Send a positive note to or receive one from other users in a 'Menagerie of Monsters with Motivation Mail Messages'!

- Plan and develop a mobile-friendly application that includes a secure login with GoogleOmniAuth.
- Handled CRUD (create, read, update, delete) operations with RESTful API fetch calls and test runs.

Cosmic Cue - [GitHub](#) | [App](#) - Javascript | CSS | HTML | MongoDB | React | Node

Create and receive fortunes and signs to and from others, and post manifestations, to inspire positivity and connection.

- Planned and developed an application with a cross-timezone team of 3, from planning to deployment with a 7-day deadline.
- Communicated and alternated pull requests and merges through GitHub with varying workflow and debugging flexibilities utilizing both Zoom and Slack for meetings, check-ins and updates.
- Worked on full CRUD and user authentication with JWTs (JSON Web Token)s on separated front and back end deployments.
- Implemented custom thematic icons and images with clear communication and updates to ensure full approval and confirmed support of the team before addition to application during development.

EXPERIENCE

The Oregon Mermaids, LLC, Assistant for Administration/Advertising *Portland, Oregon | 06/2013 - 06/2021*

- Worked alongside organization founders to support various channels of public relations to emphasize and express the primary focus of teaching children about ocean conservation, recycling, and reducing waste.
- Created custom artwork, icons, and coloring pages by combining traditional and digital graphics methods for flyers, social media layouts and website use, along with editing photographs to comply with licensing.
- Assisted with planning public events, including pre-planning idea generation and mapping, volunteer and client scheduling management, sanitation maintenance for public and volunteers at face painting booth, event setup including post cleanup, and general well-being assistance and security of staff during public functions and festivals.
- Interacted with youth to create a fun and positive impact via interactive displays, hands-on educational recycling arts and crafts, dedicated acting and improv as a fantasy character during functions, and verbal storytelling.

Experis/Manpower Group, QA Tester

Tigard, Oregon | 04/2013 - 11/2013

- Persistent testing of digital gameplay of released titles across multiple platforms to include: Windows PC, tablets and other various mobile devices, such as phones. Received a 'one and done' award alongside my QA team for the release of the first title I helped test, for our achievement of a tested title being released with optimal user response and minimal post-release bugs.
- Checked, referenced, logged, and organized bugs in delivery applications for communication between development teams and QA testing teams. This led to clearer communication, less rollback testing, and less accidental test duplication, which ultimately allowed for game development cycle goals to be met or exceeded.
- Tested the graphical and processing limits of games and platforms to expose errors and prioritized severity of such errors with details of replication steps, frequency, build first discovered and any further investigations.

EDUCATION

General Assembly

Remote, Certificate Expected | 03/2023

Full-stack software engineering 420+ hour program focused on product development fundamentals, object-oriented programming, MVC frameworks, data modeling, and team collaboration strategies.