Brian Bui

t: 510.326.7369 e: bbui195@gmail.com Bay Area Portfolio Linkedin GitHub

Skills

React.js, Redux, JavaScript, HTML5, CSS3, Ruby, Ruby on Rails, Python, jQuery, SQL, postgreSQL, Heroku, Webpack. ExpressJS, MongoDB

Education

University of California, Irvine | Class of 2020 | Irvine, CA
Bachelor of Science in Computer Science
GPA: 3.8

App Academy | Spring 2022 | San Francisco, CA
Immersive software development course with focus on full stack web development: object oriented programming, test-driven development, data structures and algorithms, pair programming

Projects

Spicord live site | github
A single-page DIscord inspired chat application using: JavaScript, React / Redux, Ruby on Rails, postgreSQL, CSS3, Heroku, Webpack, Action Cable

- Implemented messaging using Rails Action Cable websockets for real-time chatting with polymorphic associations to reduce the amount of tables needed for messaging to channels and other users
- Incorporated CSS transitions into HTML elements using React lifecycle methods for smooth and responsive UI / UX
- Designed a reusable confirmation modal to DRY up confirmation prompts when deleting messages, channels, and servers, and to improve user experience by preventing accidental irreversible actions
- Leveraged RESTful routes to implement fully functioning CRUD features for servers, channels, messages, and users.

Garden Swap live site | github
An application that lets people trade, buy, or give away homegrown crops using: JavaScript, React / Redux, ExpressJS, MongoDB, CSS3, Heroku, Socket.IO

- Collaborated with team of 3 engineers, utilizing efficient git and pull request workflow in order to minimize potential merge conflicts within backend
- Utilized the Validator.js library to validate user input in the controller before saving documents into a MongoDB database in order to prevent malformed data
- Integrated Express.js with Socket.IO to manufacture a seamless live chat experience between users

Duo Fighter live site | github
A side-scrolling 2 player fighting game where players can battle on the same keyboard or fight against an AI.
HTML5 , Canvas API , JavaScript , CSS3 , Webpack

- Built a custom physics engine that supports collision between characters and terrain and manages movement patterns, gravity, and animations for each player while standing, running, jumping, and falling
- Improved player retention through the development of an opponent AI for more choices in how to play the game
- Incorporated Canvas API to render a background, terrain, and animated characters