Bee-jay Paiz

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EXPERIENCE

Frontend Developer

April 2023 – Present

Galore

 $London,\ UK\ (Remote)$

- Developed and deployed a visually appealing, fully responsive custom Shopify theme
- Translated Figma mockup using Shopify's Liquid template language and styled using SCSS
- Developed frontend for fullstack custom storefront using Shopify Storefront GraphQL API
- Communicated with internal stakeholders to identify business requirements

Warehouse Operative

February 2022 – Present

Unineed Glasgow, UK

- · Received merchandise and organized warehouse inventory to improve accuracy of stock and product picking
- Created listings for new products on e-commerce platform Magento
- Accurately picked and packed customer orders

Math/ESL Teacher

August 2018 – March 2021

Edison School Hanoi, Vietnam

- \bullet Instructed classes in Algebra I, Geometry, Algebra II, and ESL for secondary and high-school students
- Provided ongoing assessment and feedback on student performance and communicated issues with support staff and parents
- Collaborated with co-teachers to develop and adapt curriculum and share lesson plans

Projects

Full-stack Blog App | mongoDB, Express, React, NodeJS, CSS, React-Bootstrap

- Developed a full-stack blogging app using MERN stack, cleanly decoupling front-end from back-end
- Implemented an API only backend to serve JSON to two front-ends: a client for viewing/commenting on posts and a CMS for publishing and editing posts/comments
- Utilized PassportJS, JSON Web Token and berypt for secure user authentication and protected routes

notbadreads | React, Firebase, Tailwind CSS

- Developed a Goodreads clone where users can search for books, organize a personal library and interact with other users
- Leveraged Google Books API for book data, allowing users to search and interact with a dynamic and robust database of books
- Utilized Firebase for simple and secure authentication and Firestore back-end-as-a-service to persist user data

Where the Waldos At? | React, React-Menu, Firebase

- Developed a photo-tagging app that functions as a game based on the popular children's puzzle books
- Front-end built using React and the React-Menu library to manage game state and UI
- Utilized Firebase to store game data and track high scores

Battleship | JavaScript, Jest, Webpack

- Developed a browser game based on the popular board game, following TDD best practices
- Created unit tests with Jest for all core components of the game, ensuring code quality throughout development process
- Built with focus on OOP and SOLID principles, keeping application logic separate from view/UI and encapsulating state

TECHNICAL SKILLS

Languages and Frameworks: JavaScript, TypeScript, React, NextJS, Prisma, HTML, CSS, Node.js, ExpressJS, TailwindCSS, Material-UI, Bootstrap, SCSS

Data: Mongoose, MongoDB, GraphQL, MySQL

Developer Tools: Git, npm, VS Code, Jest, Webpack, React Testing Library, bash, Figma

EDUCATION

San Francisco State University

San Francisco, CA