Brian Tsai

Los Angeles 90046 | (408) 691-9278

github.com/bpsimusic   linkedin.com/in/briantsai1   brian-tsai.com   briantsai91@gmail.com

WORK

Frontend Software Engineer - Reputation.com   Oct. 2017 - Current (1 year, 10 months)
B2B SaaS company that helps businesses manage their online presence via social media.

- Redesigned the new Social Suite with es6, AngularJS, and CSS on 13-person team, creating new features, widgets and implementing mocks using Zeplin and InVision. Doubled annual revenue.
- Built asset library, a solo project that utilizes masonry image gallery to display media. Used Cloudinary API to create compressed images for efficient loading of hundreds of assets, which clients used for social media.
- Revamped campaigns product in a span of 4 weeks using Flexbox and Momentjs to build a calendar that displayed client campaigns in chronological order. Displayed campaign reach and engagement metrics using HighCharts library. Directed and educated engineers on implementation of frontend design for campaigns.
- Stabilized old Social product; fixed bugs using SumoLogic and REST2Thrift while new backend features were added on social publishing, content, curation, reports and metrics.
- Practiced best OOP paradigms when creating multiple editors with shared but varying functionality; upheld DRY, inheritance, containment, separation of concerns as product specs frequently changed.
- Initiated documentation of social products using JIRA; added comments in code using JSDocs.
- SCRUM lead for social team; directed conversations with engineers on tickets and documented meetings.

EDUCATION

App Academy - 1000 hour coding bootcamp   Sept. 2016 - Dec. 2016
Mastered React/Redux, JavaScript, JQuery, Ruby, Ruby-on-Rails, and web development.
Built fullstack apps, solved CS algorithms, and learned O(n) time and space efficiency.

De Anza College - Certificate: Programming in JAVA, GPA 3.8.   Sept. 2015 - Jun 2016
Curriculum: Java, C++, Android. Studied OOP, web development.
Developer's Guild: CS group on campus where I built games in C++ and Android Studio.

University of California, San Diego (UCSD), GPA: 3.36   Sept. 2009 - Aug. 2014
BA: Interdisciplinary Computing and the Arts Major   Relevant coursework: Java, C.

PROJECTS

Musician Hub | **React, Ruby on Rails**   live | github
Music website that allows users to create their own accounts and host their own music. Solo project.

- Built a music player that allows for continuous playback while browsing site. Used Redux cycle to preserve state of songs: even when React components change, the playback is unaffected.
- Created a RESTful songs architecture with Rails MVC that incorporated the Cloudinary API. Extracted song urls from Cloudinary to Rails database, allowing users to play, download music.
- Implemented user authentication and state management using Redux store, reducers, middleware, and es6 component based architecture.

Liftables | **React Native, Android Studio, Firebase**   live | github
Mobile app that creates your own customized workout schedule. 3-developer team.

- Utilized Firebase API and designed JSON schema to update NoSQL database with user input
- Created reusable components using React Native to update responsively based on backend; customized Calendar API and mobile navigation from npm modules.
- Accessed Firebase routing through React lifecycle methods, which fetched user data and populated the calendar component. CRUD operations managed user workouts and to-do lists.
- Styled component UI with React Native inline styles and syntax.

SKILLS | JavaScript(ES5/ES6) React/Redux React Native AngularJS Express Node Java Ruby Sass/Less