

**SKILLS** JavaScript, Ruby on Rails, React, Redux, Node, Express, MongoDB, PostgreSQL, SQL, GraphQL, Apollo

## PROJECTS

**Moefy** | (React/Redux, Rails 5, AWS, Docker, PostgreSQL)

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

A single-page Spotify clone where a user can listen to music and make playlist.

- Designed a **CSS** display grid system of **React** components that will scale on any desktop screen size.
- Charted a queue reducer in the **Redux** store that let users listen to music continuously and seamlessly.
- Utilized **PostgreSQL** and **Rails** table associations for efficient database queries and **AWS** for quick and reliable asset loading of said queries.

**Amazon Forest** | (MongoDB, Express, React/Redux, Node.js)

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

An Amazon clone but as a single-page site. A user can buy and sell items as well as leave reviews for them.

- DRY'ed up the project by charting a **React** switch router that eliminates the need to incorporate a header or footer component in every page.
- Combined media **CSS** selectors and **React** components to be responsive of any screen size.
- Recycled previously queried data in the **Redux** Store, to reduce server calls and give instantaneous suggestions.
- Incorporated **Regex** to parse search results and have them persist by concatenating them to the url address.

**DueMe** | (React, Express, GraphQL, Apollo, Websockets, Node.js, Docker, MongoDB)

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

A productivity site where a user can create a team with other users, set projects, and manage tasks.

- Constructed backend **GraphQL** task create and edit mutations that are uploaded to **MongoDB**.
- Built **React** components that utilize life cycle methods to dynamically change the content based on the url address.
- Utilized **GraphQL/Apollo's** query and **DOM** onBlur events to allow a user to click on a text and edit it on the fly.

**TwinTales!** | (JavaScript, Tiled)

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

A plain' ol **JavaScript** platformer game where a user controls two characters at the same time.

- Formulated a nested **for Loop** function that iterates a long array of positional data and outputs a usable x and y grid system that **Canvas** can use.
- Developed a **while Loop** that makes use of **Canvas's** requestAnimationFrame and browser timestamps to continually render stutter-free frames.
- Established character collisions by setting conditionals that check if a moving object overlaps a static map object.
- Incorporated **Web Audio Api's** asynchronous decodeAudioData method to seamlessly loop audio tracks.

## EXPERIENCE

**Warehouse Associate**

Amazon Fulfillment Center, Tracy

July 2017 - July 2019

- Tasked with collecting household items in aisle and bringing them to shipping stations promptly.
- Trained to operate two types of forklift. One general forklift to lift pallets and one that elevates itself (driver included) to more than 30 ft.
- Consistent top performer in the building. Typically bringing 30% more units of the usual 80 units per hour rate.

**Emergency Department Patient Care Unit**

St. Joseph's Medical Center, Stockton

May 2017 - Feb 2018

- Restocked supplies such as blood pressure cuffs and gloves to more than 50 rooms and all in under an hour.
- Trusted to handle transportation of patients via gurney or wheelchairs to their respective rooms.

## EDUCATION

California State University, Sacramento - BA Chemistry concentration: Biochemistry, Cum Laude, GPA of 3.6, 2012-2016.

AppAcademy - #1 ranked web development school in the US with only a 3% admissions rate, 2019.