

Toubee Lo

chataolauj@gmail.com
(704) 773-6275

Website/Portfolio: toubeeelo.com
LinkedIn: [linkedin.com/in/toubee-lo-4542b712b/](https://www.linkedin.com/in/toubee-lo-4542b712b/)
GitHub: github.com/chataolauj

Objective *Driven and innovative web developer looking to gain experience and further my skills in a professional environment.*

Skills

- Languages: HTML5, CSS3/SCSS, JavaScript, Java
- Frameworks: Vue.js
- Miscellaneous: Git, Node.js, MongoDB

Projects

MTG Price Scraper (<https://mtg-price-scraper.herokuapp.com/>)

April 2020 – Present

- Full-stack website developed in the MEVN stack.
- Developed a REST API using the Express.js framework
- Built a locally hosted Node.js script to scrape for card prices every 4 hours on the web and to update the card prices in the database.
- Solves the hassle of trying to manually find card prices within the desired price range and notifies users when the desired price range is found.

Local Events (<https://local-events-chataolauj.herokuapp.com/>)

May 2019 – June 2019

- Developed a single page application (SPA) using JavaScript and the VueJS framework.
- Fetched and parsed data from the Eventful API using Axios
- Used Postman to test and debug HTTP requests made to the Eventful API.
- Displayed data from the API on Google Map and List components
- Deployed the web application onto Heroku.

Niner Now

August 2017 – December 2017

- Developed a mobile app with team members for a senior design project at UNC-C using Android Studio, Java, and Firebase.
- Designed the system with team members using UML diagrams.
- Implemented the user navigation system for the app and optimized it for a rich user experience.

Chat's Collectibles (<https://github.com/chataolauj/chats-collectibles>)

August 2017 – December 2017

- Developed a full-stack website for a course project at UNC-C using Java and MySQL as the database.
- Applied OWASP best practices by using prepared statements, implementing input validation, and escaping HTML characters.

Turtle Reflex (Removed from Google Play Store)

May 2017 – August 2017

- Designed and developed a mobile game using Unity 3D and C#.
- Collaborated with a graphic designer to design assets for the game.
- Monetized and deployed the game onto the Google Play Store.

Education

UNC-Charlotte – Charlotte, NC – B.S. Computer Science
December 2018