### Toubee Lo

chataolauj@gmail.com (704) 773-6275

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

LinkedIn: linkedin.com/in/toubee-lo-4542b712b/

**GitHub:** github.com/chataolauj

### Skills

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

# Software **Projects**

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

April 2020 – Present

- Full-stack website developed using Node.js and Express.js for the backend, Vue.js for the front-end, and MongoDB as the database.
- Scrapes the internet for Magic: the Gathering (MTG) prices using the Node library called Puppeteer.
- Solves the hassle of trying to find prices within the price range users are willing to buy and will notify them when those prices are 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
- 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**

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