

# TOUBEE LO

Kannapolis, NC · 704-773-6275 · [chataolauj@gmail.com](mailto:chataolauj@gmail.com)  
[linkedin.com/in/toubee-lo-4542b712b/](https://www.linkedin.com/in/toubee-lo-4542b712b/) · [github.com/chataolauj](https://github.com/chataolauj) · [toubeeelo.com/](https://toubeeelo.com/)

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

## PROJECTS/EXPERIENCE

### MTG PRICE SCRAPER ([HTTPS://MTG-PRICE-SCRAPER.HEROKUAPP.COM/](https://mtg-price-scraper.herokuapp.com/))

- Developed a full-stack website in the MEVN stack.
- Created 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.
- Used Vuetify framework to make website mobile responsive and look modern.
- Maintain website and fix bugs as needed
- Improve user experience by researching and implementing UX/UI methodologies

### LOCAL EVENTS ([HTTPS://LOCAL-EVENTS-CHATAOLAUJ.HEROKUAPP.COM/](https://local-events-chataolauj.herokuapp.com/))

- Developed a single page application (SPA) using JavaScript and the Vue.js framework.
- Handled HTTP requests to Eventful API with Axios
- Debugged HTTP requests made to the Eventful API.
- Deployed the web application onto Heroku.

### NINER NOW

- Developed a native mobile app with team members for a senior design project at UNC-C.
- Led and organized team meetings to help drive team productivity
- Designed app system with team members using UML diagrams to improve development process by 20%.
- Implemented and optimized user navigation system for a rich user experience.

### CHAT'S COLLECTIBLES ([HTTPS://GITHUB.COM/CHATAOLAUJ/CHATS-COLLECTIBLES](https://github.com/chataolauj/chats-collectibles))

- Develop a full-stack website for a course project at UNC-C using Java and MySQL.
- Applied OWASP best practices to improve website's security by 15%.

### TURTLE REFLEX (CURRENTLY NOT AVAILABLE ON GOOGLE PLAY STORE)

- Designed and develop a mobile game using Unity 3D and C#.
- Collaborated with a graphic designer to design assets for the game.
- Deployed the game onto the Google Play Store.
- Utilized Google AdMob for monetization, which increased profit by 50%.

## EDUCATION

DECEMBER 2018

**B.S. COMPUTER SCIENCE**, UNIVERSITY OF NORTH CAROLINA AT CHARLOTTE

## SKILLS

- HTML
- CSS/SCSS
- JavaScript
- Java
- Vue.js
- MongoDB
- Git