

TECHNOLOGIES

STRONG

Javascript, ES5, ES6, jQuery, CSS3, HTML5, AJAX, Axios, Bootstrap, PHP, Chrome Extensions, API, Agile Development, PHP, MySQL

EXPERIENCED

React, Redux, Node.js, Wordpress, UI/UX, OOP, Chrome Development Tools, Apache, AWS, EC2, Flex Box, RegEx, CRON

TOOLS

JSDocs, GIMP, Unix, Linux, FTP, MAMP, phpMyAdmin, Postman, Github, Git, Miestertask, Slack, Linux, VPN, Windows OS, Mac OS

DEVELOPED APPLICATIONS

GAMESFERRET.COM – MOBILE GAME FINDER [GITHUB](#) [LIVE YOUTUBE](#): an app to help mobile phone users find new games with a wizard, search or by browsing on a mobile responsive site.

CATCH ME IF YOU CAN [GITHUB](#) [LIVE YOUTUBE](#): educational game brought together using API calls from Wikipedia, Flickr, Google Maps, Dark Sky Weather to have the user guess the geographic location via hints.

TOY STORY MEMORY MATCH GAME [GITHUB](#) [LIVE YOUTUBE](#): one of my first projects; a matching game that has a Pixar's Toy Story theme that I made for my daughter to play.

PROFESSIONAL EXPERIENCE

MAVENFORCE IT Director

NOV 2016–FEB 2018
Garden Grove, CA

Budget planning, finance analyst, developing and managing a consulting team for analyzing and creating system/network infrastructure by designing and implementing scalable, reliable and redundant IT architecture aligned with strategic business growth.

- Directed workflow, supervised and trained IT staff in security, networking, policy creation
- Work closely with upper management to deliver accurate and timely executive financial summaries and budgets
- Optimized technology operations protocol improving deployment by nearly 15%
- Identified the need for upgrades, configurations or new systems and report to upper management
- Facilitated sales training and career coaching that increased employee retention by 90%
- Built relationships with over 25 vendors and creating cost-efficient contracts within the first 3 months

ADAPTIVE BEHAVIOR CENTER, INC. Program /Project Director

FEB 2009–NOV 2016
Fountain Valley, CA

Recognized for increasing profits by 187% via varying program management styles in the healthcare industry. Managed over 85+ employees and 100+ clients while providing consistent customer service thorough excellent interpersonal communication.

- Obtained 75 client contracts and managing relationships/creating agreements with external partners/vendors creating over 25 new program/sites
- Recruited over 200 employees while lowering turnover rate by over 80%
- Analyzed annual budget, created monthly/quarterly financial plans, and made an inventory system
- Increased profitability by over \$800,000 dollars and grew the company's profit margin of over 30% satisfaction
- Evaluated overall performance by gathering, analyzing and interpreting data and metrics

EDUCATION

UNIVERSITY OF SOUTHERN CALIFORNIA, LOS ANGELES, CA: Bachelor of Arts in Communications
LearningFuze, Irvine, CA: Web Development Program - 800+ hours of learning