Jia Cooper

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Seattle-Based | Full Stack Developer | Software Engineer

SKILLS

Languages & Markup: JavaScript | Python | HTML5 | CSS3 | SASS

Libraries & Frameworks: NodeJS | Express | React | React Native | Redux | Django | jQuery | Bootstrap

Databases & Architecture: MongoDB/Mongoose | SQL | PostgreSQL | MVC | CRUD | REST

Soft Skills: Effective communication | Result-oriented focus | Precise execution of tasks | Adaptive to feedback | Empathetic team member

ACCOMPLISHMENTS

General Assembly Hackathon 2020 - *Best Overall Winner* - TECH: React, Express, Node, MongoDB/Mongoose, SASS
Essentials https://github.com/cooperama/essentials

PROJECTS

Co[de]pendent - Dec 2020 - TECH: React, MongoDB/Mongoose, Express, Node, bcrypt, JWT, SASS, FullCalendar library, Nodemailer
REPO: https://github.com/cooperama/codependent
- This application is a scheduling platform for software developers to practice code challenges and prep for technical interviews in a pair-programming arrangement. Users are also able to post articles and leave comments on various tech-related topics.
- This project was conceptualized and realized independently. Implementation of the FullCalendar library to handle scheduling functionality was the greatest challenge and accomplishment of this project.

Flixr – Oct 2020 – TECH: JavaScript, MongoDB/Mongoose, Express, Node, bcrypt, Bootstrap, OMDB web API
REPO: https://github.com/cooperama/flixr SITE: http://flixr-io.herokuapp.com/
- This web application serves to help the indecisive user find and select movies that match their mood and interests at the current moment. The concept was based on my own personal indecision when it came to choosing a movie.
- This project was collaboratively designed and developed by a team of two. The implementation of the algorithm to determine the results brought back from the API was done by me. I also contributed to both front and back-end aspects of the application, including making API calls, performing CRUD operations, and creating user-facing web pages.

Wayfarer – Nov 2020 – TECH: Python, Django, PostgreSQL, SASS
REPO: https://github.com/cooperama/Wayfarer
- Wayfarer is an online community where fellow travelers can see and discuss where they've been in a forum-style setting.
- Wayfarer was a project done in collaboration with three other developers using GitHub's Kanban for task management. I played an instrumental role in implementing back-end functionality and contributed greatly to front-end layout and design.

Motchi-Gotchi – Sep 2020 – TECH: JavaScript, HTML, CSS
REPO: https://github.com/cooperama/motchi-gotchi SITE: https://pages.git.generalassemb.ly/cooperama/project_0_tamagotchi/
- This is a simple web-based game modeled after the classic 90s Tamagotchi Pet game. Using DOM manipulation and vanilla JavaScript, the user interacts with the character, affecting the character's stats in order to keep it alive and happy.
- This game was created independently as my first project in the GA's software engineering immersive course.

WORK EXPERIENCE

GATE School (YBM), Seoul, South Korea – *ESL Teacher*, Feb 2019 – Feb 2020
- Educated, guided, and encouraged students in basic English starting at phonics, and building up to reading sight words, full sentences, and short stories, maintaining a compassionate and growth-mindset-oriented environment.
- Reinforced English usage through consistent monitoring and feedback, increasing use from 0 to 100% immersive.

4D Content English, Montevideo, Uruguay - *ESL Teacher*, Jul 2017 – Feb 2019
- Instructed professional adults in business English, utilizing relevant, authentic source materials in order to effectively demonstrate grammar and vocabulary as it is natively expressed.
- Customized lesson plans in order to attain the personal goals of each student.

Puruni Childcare Center, Seoul, South Korea - *ESL Teacher,* Mar 2015 – Feb 2016
- Cared for children aged 4 -5 and conducted group lessons comprised of games and activities through which children could learn ABCs, vocabulary, and basic English phrases through play.
- Produced original material through which students could learn in a stimulating and natural manner.

EDUCATION & TRAINING

General Assembly - December 2020 - Software Engineering Immersive
Michigan State University - May 2010 - B.S. of Nutritional Sciences