

SKILLS Ruby on Rails, JavaScript, HTML5, CSS3, React, Redux, SQL, PostgreSQL, MongoDB, Node.js, Express.js, AWS S3, Git

PROJECTS

LooseLeaf Tea | (Ruby on Rails, PostgreSQL, React/Redux, AWS S3)

[live](#) | [github](#)

An e-commerce single-page clone of local tea shop, [Leland Tea Co.](#)

- Utilized Redux's unidirectional flow and local state management to simplify React components and manage form input/submission data.
- Leveraged Amazon S3 and Rails' ActiveStorage to host all product images to seed site data, increasing site performance, speed, and site scalability.
- Leveraged Webpack and Babel to bundle and transpile source code.
- Implemented custom dynamic search bar using Redux.

TheftDeflect | (MongoDB, Express.js, React/Redux, Node.js)

[live](#) | [github](#)

A single-page site where users can report instances of vehicle crime and identify areas of high crime occurrences.

- Collaborated with a group of 3 other developers, as Team Lead, to oversee all site components as well as successfully manage git flow to minimize any opportunities for merge conflicts.
- Utilized Google Maps API to render an interactive map on the browser with 2 different views that toggle based on zoom level, improving site aesthetics and enhancing user experience.
- Added image upload capabilities using AWS S3, creating a more direct/credible user experience.
- Leveraged Redux's local state to selectively render map/pins upon edit/deletion, preventing unnecessary api requests and increasing site speed.

Hungry Brain | (Vanilla JavaScript, HTML5 Canvas, CSS3)

[live](#) | [github](#)

A math game for children designed to enhance addition/multitasking skills.

- Utilized HTML5 Canvas, JS's animation frames, and keystroke event listeners to render graphics, create/optimize vertical and horizontal movement, and reduce lag.
- Used HTML's Audio elements to include pausable background audio and multiple sound effects, allowing for a more robust user experience.
- Incorporated a collision detection algorithm that selectively renders only a portion of the canvas when triggered, optimizing game performance.

EXPERIENCE

Ceres Imaging - Sales Development Representative/Marketing Assistant

Oct 2019 - Aug 2021

Oakland, CA

- Hit 100% of targeted activity metrics, including corresponding with over 40 potential clients/day.
- Generated over 100k in pipeline revenue within the first 6 months of employment.
- Collaborated with the marketing team to generate hundreds of new leads via discovery of county wide pesticide reports.

EDUCATION

University of California, Santa Barbara - BS Environmental Studies, % 2019

AppAcademy - Full Stack Software Development, Dec 2021 - Apr 2022