

Danna Xu

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SKILLS React.js, JavaScript, jQuery, Redux, Node.js, SQL, Git, HTML5, CSS3, Mern, PostgreSQL, Ruby, Rails, Python, AWS, Maya

PROJECTS

Tumble | tumble.herokuapp.com

[Live Site](#) | [Github](#)

Full stack development of a single-page social media web application clone using ReactJS / Redux and Ruby on Rails

- Used React / Redux on Frontend to create fully-functional and intuitive single page web application with CRUD functionality
- Utilized Ruby on Rails to create backend and design RESTful backend routes for database management and bypassed N + 1 queries for optimal performance
- Incorporated Amazon Web Services for cloud storage of user and post content
- Created Active Record queries in backend to pull complex relational data to implement reposts, likes, comments, notes, notifications; Applied filtering in Ajax calls in database queries in the backend to increase efficiency
- Used PostgreSQL to manage database and store user and content data
- Created user database without storing user passwords and implemented secure authentication

Invitely | invitely.herokuapp.com

[Live Site](#) | [Github](#)

Created, designed, and developed an event planning app using MERN Stack: React / Redux, Express, and MongoDB

- Used Middleware, Redux-Promise in application to retrieve data from backend and perform RESTFUL services
- Integrated SendGrid to automate delivery of customized event invites to guest list via email
- Incorporated Google Maps API to display event locations and directions, and Google Calendar to add reminders of events
- Managed team of developers

Burger Boy | danna-aa.github.io/BurgerBoy/dist/index.html

[Live Site](#) | [Github](#)

Developed side scrolling platform game using Javascript, PixiJS, WebGL, Canvas, and Webpack

- Created animated character sprite sheets with JSON, tiling sprite parallax background scrolling effects
- Implemented collision detection to create gameplay and physics

EXPERIENCE

Heartflow: 2014 - 2019

Principal Analyst: 2018 - 2019

- Led Invasive Imaging Team that utilized Angiography data to improve 3D DeepLearning algorithms
- Presented product to Board of Directors and Medical board
- Mentored and trained junior coworkers and identified areas of improvement to process and product and implemented changes within set timeframes with quantifiable positive results
- Utilized SCRUM, Jostle, JIRA, Confluence, Workday, Zendesk in workflow and organization
- Worked with interdisciplinary teams to find solutions to problems and improve customer satisfaction

Senior Analyst: 2016 - 2018

- Drove workstation software improvements that led to 30% increase in customer Turnaround Time and increase in diagnostic accuracy, improved user interface and experience
- Process and Product Improvement Projects, research and development and data analytics

Analyst: 2014 - 2016

- Performed data analysis and visualization on metrics and productivity data using Excel and other data analysis software
- Generated 3D models of coronary arteries, used powerful computer algorithms solve millions of complex equations to assess the impact that blockages have on blood flow

Animation Collaborative

TA: 2014 - Present

- IT, teaching, and administrative tasks; worked with Pixar, ILM, DreamWorks, etc. animators and artists
- Created 3D Animations with Autodesk Maya and Adobe Suite

EDUCATION

University of California, Berkeley - MCB, Computer Science (2010 - 2014)