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EXPERIENCE

Ethika Inc. (E-commerce Company)

May 2022 – Present

Full Stack Developer (Vue.js, Symfony, MongoDB, Bootstrap, AWS)

Lake Forest, CA

- Led the creation of a music content management system to manage talent, track assets, and provide analytics.
- Improved page load times by 30% by optimizing image storage and modernizing our state management system. Integrated Klaviyo to handle email, SMS, and back-in-stock notifications, boosting customer engagement.
- Designed and launched a promotional video game that attracted 20,000 players and hit 550,000+ total plays, driving brand engagement in a fun, creative way.
- Integrated Algolia search into product pages, aligned a complex tagging system with Algolia's payload structure, and added a custom debouncer to help reduce hits to Algolia, lowering costs.
- Developed a Wix-like system enabling the E-commerce team to create and manage media-rich pages.

EDUCATION

California State University Long Beach

Aug 2024 – Present

B.S. Computer Science (C++, Java, Python, Git, Linux, Jira, Algorithms)

Long Beach, CA

- Demonstrated strong problem-solving abilities through projects involving complex algorithms and efficient software solutions.
- Experience with agile methodologies, including leading sprint planning and project management using GitHub Projects.

Saddleback College Robotics Club

Jul 2023 – Jul 2024

Programmer (ROS2, Python, Rust, C++, Vue.js, Django)

Mission Viejo, CA

- Designed and implemented a Django-based web GUI integrated with ROS2, enabling real-time rover navigation, science platform control, and system monitoring, improving competition performance by three ranks.
- Created an onboarding program to train new team members in autonomous driving, covering OpenCV, LIDAR sensors, and key robotics concepts.

PROJECTS

El Andariego (Restaurant Website)

Jan 2024 - Present

Lead Programmer (Vue.js, MongoDB, Tailwind CSS, AWS)

San Juan Capistrano, CA

- Developed a responsive website for a local food truck. Added language switching (i18n), Square API for online orders, and automated emails for confirmations, helping the business grow its customer base.
- Implemented cron jobs to automate database updates for new menu items and designed reusable utility components, including image, table, select, and calendar tools.

Point of Sale System (TUI)

Aug 2022

Programmer (C++, Linux, Git, CMake)

San Juan Capistrano, CA

- Designed and implemented a terminal-based POS system featuring auto-complete, employee hierarchy, random UUID generation, and receipt creation without external libraries.
- Applied advanced C++ techniques, including RAII for memory safety, move semantics for efficiency, and used built-in and custom STL containers.

Street Fighter

Feb 2023 – Jun 2023

Scrum Master (Java, JavaFX, Multithreading, Networking)

Mission Viejo, CA

- Built a multiplayer Street Fighter-style game using Java. Leveraged multithreading to handle gameplay and rendering smoothly while ensuring players could connect seamlessly over a network.
- Utilized locks and volatile memory to ensure thread safety and prevent race conditions.
- Established a client-server architecture for players to connect over a network. Implemented data serialization for exchanging game state information between clients and the server.

TOOLS & TECHNOLOGIES

- **Programming Languages:** C++, JavaScript, PHP, Java, Python, Rust, TypeScript, SQL
- **Frameworks & Libraries:** Vue.js, React, Bootstrap, Tailwind CSS, Symfony, Django, ROS2
- **Technologies:** MongoDB, MySQL, Git, Linux, AWS, Node.js, Docker, Railway, Jira
- **Other Skills:** Agile, Leadership, Effective Communication, Clear Documentation, Problem Solving, Organization