Janet Santoyo

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PROFESSIONAL SUMMARY

Passionate front-end developer with a background in creating user friendly interactive media. Strong problem solving and communication skills. Specializes in using React.js to build web apps.

EDUCATION

BACHELOR OF ARTS | GAME ART

Columbia College Chicago, Chicago, IL | May 2021

Graduated Summa Cum Laude (GPA: 3.9) with a minor in Programming. Coursework included, "Code Sprint", "App Design", "Object Oriented Programming I", and "Authoring Interactive Media."

SOFTWARE PROJECTS

25 + 5 Clock – *React App | FreeCodeCamp | July 2022*

Designed a web app using React.js that allows users to set a pomodoro timer. Users can choose the length of "Session" and "Break". Once the 1st timer runs out, an alarm rings and the next timer immediately begins. Integrated useEffect to check if the timer hits "0:00" and plays an alarm if true.

Drum Machine – *React App | FreeCodeCamp | June 2022*

Created a web app that plays a note when a button is activated through an on-click or through a keypress. It also displays the name of the instrument being played at the same time the note plays. Integrated use-sound hook to handle the sound effects being played and implemented an audio sprite to avoid many parallel HTTP requests.

My Game List – *Team Project | CCC | Spring 2021*

Developed a web app using React.js that connects with RAWG Video Game API that gives users a list of games with up-to-date reviews. Incorporated a search bar with filter options to quickly locate any game title. Implemented Cloud Firestore to store a user's personal rating/review. Utilized Google Authenticator to log users into the app. Integrated Github for version control while working in a team of three.

Cat Herding – *Team Project | CCC | Fall 2020*

Designed the User Interface for Cat Herding, a game where you herd cats to win. Communicated within a team of seven to complete a finished game using Unity in less than two weeks. Implemented Github for version control and avoided merge conflicts.

Gallery Thief – *Team Project | CCC | Fall 2020*

Worked in a team of seven to create a game where you play as a thief who steals paintings in a museum while avoiding getting seen by the security. Communicated with the programmers to create 3D models of the characters and created various animation walk cycles to be implemented for the game.

SKILLS

React.js | JavaScript | HTML/CSS | API | SASS | jQuery | Redux | Responsive Websites | UI Design | Cloud Firestore | NoSQL | C# | Unity | Adobe Suite

WEBSITES

LinkedIn: linkedin.com/in/janet-santoyo-6789381a7/   GitHub: eatapancake/github.com
Portfolio: www.eatapancake.github.io/portfolio