

# Frontend Developer and UI/UX Designer

## SKILLS

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**Frontend:** JavaScript, React, D3.js, HTML5/CSS3, Sass, Web Components

**Design:** Sketch, Figma, InVision, Adobe XD and Photoshop

**Backend:** Node.js, Python, Flask, Heroku, RESTful APIs

**Mobile:** Swift, React Native

**Databases:** MongoDB, Mongoose

**Methodologies:** Git, Agile Software Development, Scrum, Kanban, TDD/BDD, Unit Testing, OOP, MVC & Micro-services Architecture

## EDUCATION

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**Bachelor of Science (BS)** Aug 2020  
**Applied Computer Science**  
Make School (Y Combinator W12)  
At Dominican University of California

## CERTIFICATES & AWARDS

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**Java Programming Certification** 2017  
UMBC Training Centers

## SPOKEN LANGUAGES

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English (native proficiency)  
Japanese (basic proficiency)  
Spanish (basic proficiency)

## INTERESTS

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Acting  
Theatre  
Music  
Video Games  
Graphic Design  
Jewelry and Metalworking  
Fashion

## TECHNICAL EXPERIENCE

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### Code Labs

June 2020 – August 2020

*Software Engineering Intern*

*Stack: MongoDB, Express.js, React.js, Node.js, Passport.js*

- Designed, implemented, and styled the landing, authentication, forms, and profile pages
- Implemented a hosted mongoDB database that holds user profile, article, and project tables
- Developed Node.js/Express.js POST and GET routes to interact with the database

### Make School

August 2019 – December 2019

*Software Engineering Intern*

*Stack: GraphQL and Apollo, Jest, React.js, Figma*

- Revamped a dashboard used by 250+ students and thousands of applicants in collaboration with engineers and designers
- Pushed new features by creating a frontend for an existing backend and refactored existing code from Relay to Apollo
- Conducted user interviews to understand what features are needed from people who use the product
- Utilized Figma to collaborate on wireframes and mockups

## ENGINEERING PROJECTS

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### Frontend Engineer, iOS App Designer Calcumon

September 2019 – February 2020

*Stack: React.js, Phaser.js, Sketch, Adobe Illustrator*

- Navigated a team of 10 students and followed git conventions and wrote high quality code
- Coded a dynamic landing page in React and created a navbar component that works on mobile and web
- Created a browser game using Phaser and integrated it into the React page
- Designed game assets and scenes using Adobe Illustrator and Sketch
- Attended design critiques to user test the UI/UX and implemented feedback suggestions

### Frontend Engineer, Lead Designer and iOS Developer Recominder

February – April 2019

*Stack: React.js, Swift, WatchKit, Sketch*

- Implemented a landing page using React and CSS to show off the product
- Created an apple watch app using Swift that is a counterpart to the mobile app that tracks water intake
- Designed wireframes and graphics for the mobile and watch app using Sketch

## LEADERSHIP EXPERIENCE

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### Student Council Representative

September 2018 – August 2020

- Elected by a student body of computer science students studying to become software engineers. Provided student feedback and implement changes, resulting in a more welcoming and inclusive environment

### Tech Interview Club Co-Leader

August 2019 – January 2020

- Organized weekly technical interview practice sessions. Promoted a safe learning environment and helped students gain confidence in their technical abilities

### Peer Mentor

August 2019 – August 2020

- Helped new students in their transition to San Francisco and tutored them in Javascript