

# Ernest Man

(650) 307-2548

[ernestjunman@gmail.com](mailto:ernestjunman@gmail.com)

[LinkedIn](#)

[Github](#)

San Francisco/Bay Area

## SKILLS

Python, React/Redux, JavaScript, Ruby on Rails, MongoDB, Express, SQL, Ruby, HTML5, CSS/SCSS, Git

## PROJECTS

### Dripcamp

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

*A full-stack clone of Hipcamp, a campground booking site similar to AirBnB*

Technologies: PostgreSQL, Ruby, Ruby on Rails, JavaScript, React.js, Redux.js, HTML5, SCSS

- Constructed the backend framework using Rails and helper-methods to only allow logged-in users the ability to create, read, update, and delete both bookings and reviews
- Utilized ActiveRecord associations by extracting user-related information, like booked campgrounds and reviews, from the PostgreSQL database to avoid N+1 database queries
- Integrated the Google Maps API, displaying maps on the campground show page based on their latitude and longitude attributes, showing the exact location of a campground and improving user experience

### NeuroDB

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

*A database tool that lets researchers efficiently manage patient data and research-related info*

Technologies: MongoDB, Express, React.js, Redux.js, Node.js, D3.js, HTML5, SCSS

- Implemented the nodemailer npm package to send requests to admins for verification on user signup, utilizing role-based authorization and certain privileges for increased security of sensitive information
- Incorporated sorting and search logic to allow users to filter through patient records by research ID or research-specific criteria (i.e brain region or participating researchers)
- Integrated the D3.js library, using backend database queries and filters for data visualization to build a dashboard where users can view dynamically rendered patient statistics

### Baby Patricks

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

*A 3D environment designed for users to explore Bikini Bottom and roam through a school of baby Patricks*

Technologies: JavaScript, Three.js, CSS, HTML5

- Created a front-end, immersive environment including 3D models of Spongebob, Plankton, and a school of Patricks using the Three.js library
- Utilized the Three.js raycaster in order to detect certain objects that intersect rays emitted by the cursor, allowing particular 3D objects in the scene to be selected
- Implemented a variety of JavaScript DOM event listeners to allow users the ability to interact with the 3D models and the scene, giving the user a more enjoyable experience

## EXPERIENCE

### Technical Admissions Specialist

*App Academy - (Nov 2019 - Present)*

- Conducted technical screens of coding bootcamp applicants and assessed algorithmic aptitude in various languages, including JavaScript, Ruby, and Python
- Guided web developer student applicants through technical interviews while assessing algorithmic thinking and providing constructive feedback

### Electronics Sales Team Member

*Target - (Jul 2014 - Dec 2016)*

- Worked with managers and other staff in a team-oriented environment to provide great communication and customer service to guests, earning multiple months at top of sales and Target REDcard applications
- Managed and trained 5 new employees per month by teaching product information, store protocols, and walking through procedures

## EDUCATION

**University of California, Riverside** - *BA - Mathematics* (September 2018)

**App Academy** - Immersive software development course with focus on full stack web development (October 2019)