

# FRANKIE SIINO

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[PORTFOLIO](#)

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SAN FRANCISCO

**SKILLS** Ruby, Rails, React, Redux, JavaScript TypeScript, MongoDB, Express, Node, HTML, CSS, SQL, jQuery, Git, AWS

## PROJECTS

**THURO** (Ruby on Rails, React.js / Redux.js, PostgreSQL, AWS, Google Maps API)

[live](#) | [github](#)

*A pixel-perfect, full stack CRUD application based on a clone of Turo built in under 12 days.*

- Implemented user authentication through Bcrypt's hashing function, preventing the plaintext storage of users' passwords in the database for increased site security.
- Leveraged AWS S3 as external file storage to scalably accommodate image uploads from users and reduce load times.
- Utilized AJAX calls to fetch, patch, delete, and post data to RESTfully designed API endpoints served by a Rails backend.
- Incorporated Redux with the React library to maintain global state, dispatching actions to the store, and passing a slice of state down to the presentational component's properties in order to be rendered to the user.

**SHAKE IT UP** (MongoDB, Express.js, React / Redux, Node.js)

[live](#) | [github](#)

*A mobile-responsive web app that allows users to build their own cocktails or discover existing ones.*

- Collaborated with 3 other developers to build an adaptive web application for mobile and desktop devices through media query breakpoints, making for a dynamic and enjoyable UI for the user.
- Leveraged MongoDB's non relational database to architect a storage model for cocktails and ingredients, improving the scalability of the application.
- Incorporated real-time search filtering, utilizing Axios to make a GET request to the backend, fetch the results, and update the Redux state with each new input.

**SWIFT PLANE** (Javascript, Canvas.js, Web Audio API)

[live](#) | [github](#)

*A side-scrolling game built with Vanilla Javascript, where the goal is to achieve the highest score by avoiding oncoming obstacles.*

- Employed multiple gravitational and velocity algorithms in order to simulate realism through the game's mechanics.
- Incorporated DRY code principles through Object Oriented Programming, creating a set of constants that can be tuned to adjust game difficulty and physics.
- Created a looping function to increase game movement speed overtime, making for a more challenging player experience.

## EXPERIENCE

### Program Manager II

Amazon

July 2015 - Jan 2019

- Promoted from PM I to PM II with an increase in project scope, focused on building internal solutions to scale the rapid launch of Whole Foods Market on Prime Now's 1-2 hour delivery service.
- Built an automated defect reporting mechanism through a combination of VBA scripts, iMacro, and SQL queries in order to improve catalog quality.
- Partnered with software engineers and business operations stakeholders on scoping, building, and launching new features for automated data consumption from POS systems and catalog creation.

### Tier II Technical Support Specialist

VerticalResponse

Apr 2014 - May 2015

- Remedied cosmetic and functional issues with email campaigns by troubleshooting and debugging HTML, CSS, and Javascript.
- Built reporting dashboards in Salesforce for cross-functional teams such as Deliverability, Customer Support, and Sales.
- Worked on escalated support tickets passed up by Tier I specialists, following up with clients upon resolution.

### Account Manager

Zazzle, Inc.

Nov 2012 - Apr 2014

- Managed relationships with top contributing sellers who generate revenue for the company, running regular Excel reports to track individual WOW/YOY growth.
- Advised sellers on the promotion of their products in a rapidly growing and changing marketplace.
- Analyzed sales, referrals, and royalty figures in MS Excel to calculate payments for sellers and affiliates, addressing incoming inquiries.

## EDUCATION

**Full Stack Web Development** - App Academy | April 2019 - August 2019

**BS Business Administration** - Sonoma State University | 2008 - 2012