FRANKIE SIINO

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SKILLS

React, Redux, JavaScript, Ruby on Rails, TypeScript, HTML, CSS, SQL, jQuery, Git, Canvas, MongoDB, Express, Node, 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 | Spring 2019*
BS Business Administration - *Sonoma State University | 2008 - 2012*