

Clariz Mariano

Software Engineer

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TECHNICAL EXPERIENCE

Strong: JavaScript (ES6+), D3, React, Redux, Node, Express, SQL, noSQL, HTML5/CSS3/SCSS, jQuery, InVision, Adobe Creative Suite

Experienced: Git, Redux Thunk/Router, Electron, OAuth/BCrypt, Jest/Enzyme, UX/UI, System Design, Data Analytics, AWS, R, Python

PROFESSIONAL EXPERIENCE

Bundle Bee | *Full-Stack Software Engineer*

2018 - Present

- Implemented a Webpack, Parcel and Rollup developer tool that extracts key performance indicators and generates optimized configuration files to allow developers to migrate their build library to the most performant project bundler.
- Built interactive D3 visualizations with React lifecycle hooks for the purposes of displaying data analytics to make users better understand the measured performance indicators that came from the different bundling processes.
- Developed an Electron environment in React with Node to take advantage of web technologies' cross-platform compatibility while providing a native desktop experience.
- Implemented React-Redux with Thunk to manage and update React application state based on user input and asynchronous actions on the backend, and streamlined the application transfer and persistence of state data.
- Implemented Continuous Integration in order to automate builds throughout the development process by pipelining through AWS S3 buckets to AWS CloudFront using Travis CI.
- Researched Webpack's statistic data, and implemented data management logic to display responsive data-driven visualization in D3, and designed user-driven user-interface.

CRP Securities / Internetbar.Org Institute | *Web Developer*

2015 - 2017

- Integrated an AI chatbot (motion.ai) in a web application where users can find information on starting legal proceedings; and included secure open-source buddy alert system in compliance with federal and state HIPAA laws.
- Used InVision to prototype HUIA Online, a blockchain social network for refugees to create their digital identity for a project that was presented in the World Justice Forum at The Hague, Netherlands.
- Migrated the company's static website to a responsive web design into PHP/MySQL creating a workflow using command lines to automate the process and prevent hours of manual work.

Boomzap Entertainment | *Lead Game Designer/Developer*

2011 - 2015

- Developed award-winning games such as *Awakening Kingdoms* and *Antique Road Trip* using LUA scripts and VBA macros to maintain an MVC architectural pattern.
- Leveraged Google Analytics to iteratively improve user experience, tutorial funnel, level design, engagement, and conversion.

OPEN SOURCE PROJECTS

JS-Share | *Collaborative JS project sharing*

- Handled REST API requests with Node, Express and websockets to implement a document-sharing web application in real-time.
- Configured SQL database to ensure functional designs meet user requirements, consistency and atomicity.

Ithaca | *Resource Directory for the Homeless & Transients*

- Developed a progressive web application that stores geolocation information of emergency resources for the homeless in a NoSQL database to increase speed of retrieval, modification, and sorting based on user input and external API calls.
- Created reusable components to display data, and utilized web optimization techniques to keep the web application size small.

Scrum Board | *Agile Project Management Tool in React/Redux*

- Modularized UI components using functional programming with React and SASS to enhance user experience.
- Developed a Node/Express backend with a NoSQL database using REST architecture enabling storage and user authorization.

VR Fishing Boat | *Immersive VR Experience in Oculus Rift / Vive*

- Created an immersive and empathetic simulation of an indentured fishing boat worker in Unity3D with Oculus Rift Dev kit 2.
- Leveraged OpenVR's SDK to script user interactions in the VR world, complete with voice overs and sound effects.

EDUCATION:

Codesmith | Advanced Software Engineering Immersive Program

St Scholastica's College | B.S., Information Technology, in Interactive Multimedia Design and Animation | Cum Laude

INTERESTS:

Merkle & bonsai trees, AR/VR, scuba diving, spelunking, volunteerism, upcycling, collecting plastic in the ocean, drunk knitting