

SKILLS

JavaScript, ES6, React, Redux, Golang, HTML5, CSS3, Node.js, SQL, PostgreSQL, Git, Python, Ruby on Rails, Nuxt.js, Vue.js, Webpack, Frontend, Backend, Fullstack Web Development, Redis, Elasticsearch, AWS, MongoDB, Express.js

EXPERIENCE

Backend Service Engineer

Illfonic, LLC.

Sep 2021 - Present

- Revamped and expanded internal Dashboard using Semantic UI, improving load times and usability for internal teams
- Built interactive frontend prototypes with Nuxt.js and Vue.js, accelerating early-stage design iterations and improving user adoption.
- Optimized Golang microservices, reducing API response time by 30% and improving system scalability to support 50% more traffic.

Research Associate I

Biotium, Inc.

Feb 2019 - Jan 2021

- Conducted 300+ bioconjugation reactions, ensuring 98% customer satisfaction and driving high-quality product development.
- Led weekly Quality Control (QC) testing using ELISA, HPLC, and gel electrophoresis, achieving a 95% pass rate for viable product launches.
- Researched and improved protein stability for 100+ chromophoric conjugates, influencing the successful launch of 3 new high-brightness products with >150% improvement.

Operations Assistant

Karius, Inc.

Aug 2018 - Sep 2018

- Automated SQL data processing, generating interactive reports that improved the research team's visibility into progress.
- Streamlined internal order and shipping workflows, reducing errors and improving lab efficiency.
- Optimized interoffice mail logistics, boosting productivity by 10% through a refined delivery system.

PROJECTS

DisGuy | (Ruby on Rails, React/Redux, JavaScript, ActionCable/Websockets, HTML5, CSS3, Webpack) **offline** | [github](#)

A full-stack, single-page web app clone of Discord (a web communication platform)

- Implemented real-time chat using Rails Action Cable & Redis, supporting instant message delivery for thousands of concurrent users.
- Optimized frontend data handling, reducing unnecessary AJAX requests and improving client-server efficiency.

Geese Shooter | (JavaScript, HTML5, CSS3, Webpack)

live | [github](#)

An interactive 2D shooter game built using Canvas and Vanilla JavaScript

- Implemented HTML Canvas to dynamically render 2D shapes and bitmap images to create visually compelling background and game characters.
- Designed real-time collision detection & physics system, enabling responsive player interactions and dynamic enemy behaviors.
- Optimized game loop performance with requestAnimationFrame, ensuring smooth 60FPS gameplay.

EDUCATION

AppAcademy - Highly selective full stack web development program with a 3% acceptance rate. Graduated 2021

University of California, Davis - BS Pharmaceutical Chemistry. Graduated 2018