

# Brian Sanchez

## Software Engineer

Los Angeles, CA  
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[LinkedIn](#)  
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[Portfolio](#)

Self-driven and solution-centric Software Engineer, who's highly committed to developing and implementing software solutions to achieve company goals. High aptitude for resolving technical issues and integrating best coding practices to meet user needs.

### PROJECTS

#### [Tamagotchi](#) - Single Page Application

- Executed critical thinking skills to add functionality to the game
- In-browser JavaScript game that uses DOM manipulation
- Built using HTML, CSS, Javascript and jQuery

#### [Game Lord](#) - Full Stack Web Application

- Exciting because implementing new languages and skills to build full-stack page with a classmate
- Built using Node.js, Express, MongoDB and Mongoose in building a server and database

#### [Xtreme Sports Meetup](#) - Full Stack Web Application

- Established a full-stack web application with UX/UI students within 24 hours
- Built using Node.js, Express, MongoDB, Mongoose on the back-end

#### [theSpot](#) - Full Stack Web Application

- Orchestrated a full-stack web application as a group project
- Built using Django, Python, PostgreSQL, Materialize, HTML, CSS, and JS

### EXPERIENCE

#### Los Angeles Unified School District, Los Angeles, CA — Supervision Aide

February 2017 - June 2020

Supervised students to maintain a safe environment for both students and parents.

- Patrolled and monitored campus to maintain order and security in a middle school setting

### SKILLS

- Operating Systems
- Object Oriented Programming
- Agile Development
- RESTful APIs
- Visual Studio Code

### LANGUAGES

- HTML5
- CSS3
- JavaScript
- jQuery
- Node.js
- Express.js
- MongoDB
- Git
- GitHub
- Python
- Django
- React.js
- Django REST Framework
- PostgreSQL
- Heroku

- Memorized and ensured student compliance with school and District rules, regulations, and policies
- Performed duties with patience, tact and good judgment following established guidelines

### **Curacao (Seasonal), South Gate, CA — Sales Associate**

November 2016 - January 2017

#### **Game Department**

**Sold games and consoles to customers with promotions and deals for bundles.**

- Established an understanding and execution of the highest honesty, integrity and ethical practices at all times
- Memorized promotions and properly communicated details to customers
- Responsible for being up to date with newly released games, consoles, accessories, etc

## **EDUCATION**

### **East Los Angeles College, Monterey Park – Bachelors of Science**

**Computer Science (coursework completed)**

2017-2020

## **CERTIFICATION**

### **General Assembly, Los Angeles — Certificate of Achievement**

June 2020 - August 2020

**As a Full-Time student I completed 500+ hours of professional training over twelve weeks to become a full-stack software engineer.**

- Learned programming and computer science fundamentals, programming languages, frameworks and libraries, and completed coursework and client projects.