# CARLA SAHAGUN

Github | LinkedIn | Blog

# CONTACT

571.982.9406

daniela.sahagun03@gmail.com

OMV area. Herndon, Virginia

carlasahagun.com

## CERTIFICATION

#### **Software Engineering Certificate**

Flatiron School Washington D.C. | 2020

## SKILLS

- JavaScript
- React
- Ruby
- Ruby on Rails
- HTML5 / CSS3
- SQL / PostgreSQL
- Git
- Invision Studio
- Jira

## EXPERIENCE

#### Eddie Merlot's Fine Dining

Servei

Ashburn, Virginia | 2019 - Present

# **INTERESTS**

Fitness, Health, Reading, Singing.

# FULL STACK SOFTWARE DEVELOPER

Dependable and collaborative software engineer experienced in JavaScript, Ruby, Ruby on Rails-based programming with a background in customer service. Possesses strong skills in oral and written communication. Habituated to working in a fast-paced environment, cooperating with a team, and delivering tasks in a timely manner. Known for a strong work ethic, professional demeanor, and the ability to

# TECHNICAL EXPERIENCE

#### FRONT-END DEVELOPER

learn new technologies quickly.

BUSINESS CYBER SHIELD | RESTON, VIRGINIA | JULY - 2020 | Github | Demo

Single page web application created to showcase cybersecurity services for small financial firms. (React Js, Email.js, HTML / CSS)

- Created the wireframe on Invision Studio as directed by the CEO of BCS.
- Implemented a 3rd party email service to allow users to send emails.
- Developed a responsive interface to enhance the experience on all devices.
- Prepared the site for deployment, and launched it on Godaddy servers.

#### **PROJECTS**

#### CHEFFED | JUN - 2020 | Github | Demo

Full-stack web application that allows chefs to showcase their dishes and to get catering requests from prospective customers. (Ruby on Rails, React, Semantic UI)

- Developed a search feature that allows you to filter chef names alphabetically.
- Utilized JSON Web Tokens and localStorage to store encrypted user information.
- Built CRUD functionality for chef dishes, and client events.
- Created a Ruby on Rails API backend to communicate with a React Frontend.

### FLATIONARY | REAL-TIME LIKE APP | MAY - 2020 | Github

Online Pictionary Game that allows one user to draw a word and multiple other users to guess the correct word. Implemented with Long Polling.

- Collaborated on a team of two to create a Ruby on Rails API backend to communicate with a JavaScript Front-end.
- Designed and implemented the login page of the game with Semantic UI.
- Cooperated with the implementation of Long Polling to create a Real-Time effect.