

SKILLS: JavaScript, React, Redux, HTML, CSS, Ruby, Ruby on Rails, Mongoose, MongoDB, Node.js, Express.js, SQL, SQLite3, PostgreSQL, Webpack, jQuery, Git, Heroku

PROJECTS:

And-So-On (Ruby on Rails, React/Redux, PostgreSQL)

[live](#) | [github](#)

Cloned Amazon's main features, allowing users to add products to their own cart, create reviews, and search

- Utilized Rails to store users and password digests into a PostgreSQL database which then authenticates users providing them their own unique carts, reviews, and profiles.
- Employed React for the frontend, creating the interactive designs for the cart pages, product pages, and search pages, that all aim to clone Amazon's features as closely as possible.
- Administered a custom-made search function utilizing a fuzzy-searching algorithm which would search the entire database for relevant items and subsequently display them

Not Sorry (MongoDB, Express, React, Node)

[live](#) | [github](#)

This project sought to clone the popular board game of Sorry with its own online web page

- Was the Project Manager for a group of 4. Oversaw the team and managed the different responsibilities, ensuring that the tasks given for the full-stack portion of the game were met
- Made use of MERN stack to create the logic of the sorry game with a lobby of 4 players. React was used to build the front-end in conjunction with CSS to create the user-friendly splash page and lobby page.
- Accommodated the usage of websockets so that lobbies would persist and update in real-time, allowing users to join a lobby that another user had created instantaneously

Kakao Jump (Javascript, HTML Canvas)

[live](#) | [github](#)

Recreated popular mobile game, Doodle Jump, blended with a popular Korean chat theme

- Utilized Javascript to work on game mechanics and logic such as jumping and score tracking and used HTML canvas to display the characters and game level
- Designed the layout of the game to be fairly simple but intuitive at the same while also pertaining to the theme of Kakao.
- Implemented game logic using vanilla Javascript which would track the high score and randomize the platforms' ability to give every playthrough a unique experience and incentive to perform better

EXPERIENCE:

Natixis Bank, New York, NY

Customer Service Help Desk

July 2018 - March 2020

- Used SNOW ticketing system to keep track of issues or questions employees had and subsequently would work on those issues.
- Primarily took remote control of users' computers to troubleshoot errors, install software or addons, or provide tips on how to use Microsoft Office 365, Bloomberg, Thomson Reuters, Cisco software, Market data plugins, and other various software relating but not restricted to finance.
- Worked with Cisco Unity and Cisco Administration to set up and upgrade phones for users. Also dealt with voicemails, desktop software, installing equipment for users, and troubleshooting phones

Synergy, New York, NY

March 2017 - August 2017

Cisco On-Site Technician

- Assisted and led a team in the upgrade of hardware for multiple HSBC sites within Manhattan

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EDUCATION:

Binghamton University - English Literature

2011-2016

[App Academy](#) - 1000-hour immersive full-stack web development with <3% acceptance rate Feb 2021 - June 2021