

# JUSTIN FANG

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[WEBSITE](#)

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## SKILLS

JavaScript, React, Redux, Node.js, Express.js, Ruby, Rails, PostgreSQL, MongoDB, HTML, CSS, Git

## PROJECTS

**COVID415** (Express, Node, ReactJS, ReduxJS, MongoDB, Google Maps APIs)

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

*Full stack web application service that matches San Francisco residents affected by COVID-19 with local delivery volunteers.*

- Created scalable user authentication using Redux, Passport.js, JWT, BCrypt.js, and Axios.
- Normalized address input with lat/long coordinates and neighborhood data using Google Maps API, to plot location markers on the map and autocomplete addresses upon user input.
- Refactored React components and Redux UI state to support a mobile-friendly experience.

**EVENTLITE** (Rails, ReactJS, ReduxJS, PostgreSQL)

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

*Full stack web application inspired by Eventbrite which allows users to discover, save, and create events.*

- Utilized BCrypt, model-level validations, and Redux state to create persisting user authentication.
- Built search function that filters across slices of state to dynamically identify and display events by input.
- Integrated Google Maps Places Autocomplete API to auto-suggest addresses upon user input.
- Connected Rails ActiveStorage with AWS S3 for multimedia storage to optimize scalability and reduce server load.

**POODLE JUMP** (JavaScript, Canvas, HTML, CSS)

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

*Javascript game built using Canvas, inspired by the classic mobile game Doodle Jump.*

- Generated game mode, game window, player, and platforms using HTML Canvas, vanilla JavaScript, and DOM manipulation.
- Implemented game logic and event handlers that responded dynamically to allow the player to land, jump on platforms, and wrap around the game window.

## EXPERIENCE

**UX Research Operations Coordinator**

*Facebook*

Apr 2019 - Nov 2019

- Evaluated participant demographics for Virtual Reality UX/UI research studies and identified criteria constraints of study logistics, and communicated findings with researchers to explore appropriate solutions.
- Facilitated cross team collaborations between UX Program Management, Engineering, and Marketing, resulting in improved study participation and dropout rates.

**UX Research Coordinator**

*Google*

Apr 2017 - Dec 2018

- Recruited over 2000 research participants for over 150 user studies, drawn from marketing initiatives, customer databases, and employee referrals.
- Led marketing campaigns through social media platforms that identified target participants and brought them into our user database.
- Managed operations of user research, participant and facility scheduling, and distribution of incentives.

## EDUCATION

**Full Stack Software Development** - App Academy | 2020

**BA Psychology, BA Media Studies** - University of California Berkeley | 2012 - 2016