

Jennifer Huynh

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SKILLS Javascript ES7, Typescript, React, Redux, Python, Ruby on Rails, HTML5, CSS, SQL, MongoDB, AWS, Swift, Heroku

EDUCATION

Software Engineering - App Academy Coding Boot Camp | Full Stack Web Application Software Development | Spring 2020

Undergrad - UC Irvine | B.A. Criminology, Sociology, & Law | B.A Psychology & Social Behavior | Double Major | 2018

PROJECTS

QUESTION AURA (Ruby, Rails, PostgreSQL, React, Redux, JavaScript, NodeJS, AWS S3, Heroku)

[Live](#) | [GitHub](#)

Inspired by Quora Online Question & Answer Forum Platform

- Devised functionality for users to be able to create, read, update, and delete their own questions and answers via REST API
- Optimized the number of database calls by adding a joins table to the schema, associating all related data, and then structuring the data with JBuilder so that all necessary GET requests were reduced to one amortized database call
- Implemented a search bar function that allowed users to look for questions and answers that match their inquiry - the algorithm manipulates the data in the front end by removing case-sensitivity and filters for related data in the state

KRMA (Javascript, React, Redux, Node JS, AWS S3, MongoDB, Heroku)

[Live](#) | [GitHub](#)

Media Sharing Web Application MERN Stack Group Project

- Incorporated an admin portal with moderator functionality for the management of inappropriate content via ReduxJS routers. This includes the ability to accept flagged reports and delete bad acting users and their associated content.
- The current user was bootstrapped to the window to determine whether the current user had admin permissions.
- Systemized a media sharing process for which users could input some form of media to retrieve another media in return. This incorporated AWS S3 buckets for media upload and storage, and MongoDB to hold and distribute the data
- Structured user and session authentication in both the back end with JWT Web Token and in the front end with protected routes via React Router; protected users' data by encrypting raw passwords with BCrypt before hitting the database.

SUSHI GO ROUND GAME (HTML5, Javascript, Git)

[Live](#) | [GitHub](#)

Web Game using only HTML5 and Javascript

- Created game animations and player movement utilizing HTML5 canvas and Javascript document event listeners.
- Developed game logic, scoreboard, and point level system utilizing algorithms to determine where to generate the randomized game pieces, what game pieces to remove off the board, and how to update points
- Setup a level system to increase the difficulty of the game utilizing time interval logic to change pace and object location

SOFT SKILLS

Project Management

- Currently leading a team in a startup company, with the goal of fostering and maintaining a proactive agile environment
- Daily pair programming with team members for collaboration on enhancing features, fixing bugs, and scaling development
- Weekly standup meetings to discuss and solidify team plan, and ensure that everyone has what they need to perform

EXPERIENCE

Software Engineer

Tonight Ltd.

July 2020 - Current

- Assembled web application stack, which involved setting up backend and configuring the database, server, and domain
- Collaborated with backend lead to incorporate the usage of multiple external API's to fetch and render a variety of data
- Currently building an iOS mobile version for deployment on the app store using Swift

Support

Caviar at Square Inc.

Sep 2019 - Jan 2020

- Compiled logistics schedule, effectively fixing 20-30 broken schedule stacks weekly, on Caviar's API scheduling system
- Communicated with captains via Slack, Front, and RingCentral to ensure issues were not experienced on the client-side

<https://github.com/jennhuynh02> <https://www.linkedin.com/in/jenniferanhhuynh/> <https://jennhuynh02.github.io/jenniferhuynh/>