Jennifer Huynh

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SKILLS

Javascript, React, Redux, Ruby, Rails, Rspec, HTML5, CSS, SQL, MongoDB, AWS, MongoDB, Heroku

EDUCATION

Full-Stack Software Engineering - *App Academy | Spring 2020*
Education - *UC Irvine | B.A. Criminology, Sociology & Law + B.A Psychology & Social Behavior | Summer 2018*

PROJECTS

TREASURE BOX (Javascript, React, Redux, Node JS, AWS S3, MongoDB, Heroku)   live | github
Media Sharing Web Application
- Incorporated an admin portal with moderator functionality for management of inappropriate content via ReduxJS routers; includes the ability to accept flagged reports and to delete bad acting users, as well as all of their content via ReactJS
- Systemized a media sharing process for which users will need to input some form of media to retrieve another media in return - incorporated AWS S3 buckets for media upload and storage, and MongoDB to hold and distribute the data
- Structured user and session authentication in the back end with JWT Web Token and in the front end with protected routes via React Router

QUESTION AURA   (Ruby, Rails, PostgreSQL, React, Redux, JavaScript, NodeJS, AWS S3, Heroku)   live | github
Inspired by Quora Online Q & A Forum Platform
- Devised functionality for users to be able to create, read, update, and delete their own questions and answers using Ruby on Rails in the backend and React & Redux JS in the frontend. Data was stored using PostgreSQL while the media upload feature was hosted utilizing AWS S3.
- Protected users' data by encrypting raw passwords with BCrypt and generating new session tokens for every session
- Implemented a search bar function that allowed users to looks for questions that match their inquiry.

SUSHI GO ROUND GAME (HTML5, Javascript, Git)   live | github
Web Game using ONLY HTML5 and Javascript
- Created player movement and game animations by using both HTML5 canvas and Javascript document event listeners
- Developed game logic, scoreboard, and point level system using custom made algorithms to generate randomized game pieces, remove game pieces off of the board, and increment/decrement points in variation
- Constructed varying game pieces through Object-Oriented Programming in Javascript

EXPERIENCE

Payroll & Logistics Agent
Caviar @ Square Inc.   Sep 2019 - Dec 2019
- Compiled logistics schedule, fixing 20-30 broken schedule stacks weekly, by using Caviar's API system
- Communicated with captains via Slack, Front, and RingCentral to ensure issues were not experienced on the client-side
- Extracted data from the API for payroll processing of 100+ employees into excel sheets

Director of Operations
Balance & Body Restoration   May 2019 - Sep 2019
- Setup cloud file-sharing for office docs, Jane.app CRM system to boost customer retention, and Gusto to automate payroll
- Collaborated with the business owner on new marketing campaigns; generated $50,000 return in a month on $1k spent

Administrative Assistant
Orange County Public Defender's Office   Mar 2018 - Jun 2018
- Compiled trial binders (911 calls, police reports, suspects' statements, evidence, etc.) into e-file format
- Redacted discoveries files to exclude confidential information for clients to view