# Jennifer Huynh

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

# **EDUCATION**

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

Bachelors' - UC Irvine | B.A. Criminology, Sociology, and Law & B.A Psychology and Social Behavior | Double Major | Summer 2018

## **PROJECTS**

**QUESTION AURA** (Ruby, Rails, PostgreSQL, React, Redux, JavaScript, NodeJS, AWS S3, Heroku) *Inspired by Quora Online Question & Answer Forum Platform* 

Live | GitHub

- 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 to the backend by utilizing JBuilder to structure detailed JSON objects rendering data to the front end state
- Implemented a search bar function that allowed users to looks 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

#### **EXPERIENCE**

## **Payroll & Logistics Coordinator**

Caviar @ 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
- Extracted and processed data from Caviar's mobile API for payroll processing of 100+ employees

#### **Director of Operations**

**Balance & Body Restoration** 

May 2019 - Sep 2019

- Setup Jane.app CRM system to boost customer retention, Gusto to automate payroll, and cloud file-sharing for office docs
- Collaborated with the business owner on new marketing campaigns; generated \$50,000 return in a month on \$2k spent
- Started off as front desk reception and was promoted to director of operations within two months

## **Administrative Assistant**

Orange County Public Defender's Office

Mar 2018 - Jun 2018

- Compiled trial binders (transcribing 911 calls, police reports, suspects' statements, evidence, etc.) into e-file format
- Redacted discovery files to exclude confidential information for clients to view, and for the security of persons involved
- Utilized protected server to ensure and protect the security and confidentiality of sensitive documents and materials