Jennifer Huynh

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SKILLS Javascript, React, Redux, Ruby on Rails, Rspec Test Writing, HTML5, CSS, SQL, MongoDB, AWS, MongoDB, Heroku

EDUCATION

Software Engineering - App Academy Coding Boot Camp In Person Program | Full Stack Web 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
- 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
- Optimized the number of database calls from the frontend by structuring detailed json objects that are being rendered to the state via jbuilder

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

Media Sharing Web Application MERN Stack Group Project

Live | GitHub

- 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, as well as all associated content via ReactJS. The current user was bootstrapped to the window to determine whether the current user had admin permissions.
- Systemized a media sJharing 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 the back end with JWT Web Token and in the front end with protected routes via React Router; we protected users' data by encrypting raw passwords with BCrypt before hitting the database.

SUSHI GO ROUND GAME (HTML5, Javascript, Object Oriented Programming, Git) Web Game using only HTML5 and Javascript

Live | GitHub

- Created game animations and player movement utilizing HTML5 canvas and Javascript document event listeners
- Developed game logic, scoreboard, and point level system using custom made algorithms to mathematically determine
 where to generate the randomized game pieces, when to remove game pieces off of the board, and how the scoreboard
 and points should be incremented and decremented relative to the varying touched objects in the game
- Setup a level system to increase the difficulty of the game utilizing time interval logic to change the pace

EXPERIENCE

Payroll & Logistics Agent

Caviar @ Square Inc.

Sep 2019 - Jan 2020

- Compiled logistics schedule, fixing 20-30 broken schedule stacks weekly, by using Caviar's API scheduling system
- Communicated with captains via Slack, Front, and RingCentral to ensure issues were not experienced on the client-side
- Extracted data from Caviar's mobile API, which collected captain clock in/outs 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

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