jessica au

software engineer

▶ education

General Assembly 2020 to 2021 Software Engineering Immersive Program

California State 2014 to University-Sacramento 2015 SB 2042 Single Subject Credential with English Learner Authorization in English Single Subject - English

University of California, Berkeley Bachelor of Arts English 2011

▶ skills

JavaScript • React.js • Express • Node.js • Python • Django • PostgreSQL • Sequelize.js • MongoDB • Git/GitHub • Heroku • HTML • CSS • Selenium • Postman • Bootstrap

▶ employment

Tutoring Club Folsom, CA Lead Tutor 2018 to 2020

Pearson Sacramento, CA Educator Testing Essay 2016 to Scorer 2016

Elk Grove High Elk Grove, School CA English Teacher 2016 to 2018

Fairfield High School Fairfield English Teacher 2015 to 2016

▶ volunteering

Asian American Pacific Islander Club - EGHS · Faculty Adviser Elk Grove, CA

▶ summary

I am an educator turned full-stack developer who maintains a strong passion for teaching and creating equitable opportunities for learning. I value developing ed tech tools that augment and transform the learning experience, and I hope to lend my prior teaching experience to the development of tools that create greater educational equity.

▶ projects

Selene - FullStack Software Engineer Mar. 2021 to Apr. 2021 An e-commerce application focused on user experience and inventory management.

Stack: Python, Django, PostgreSQL, Heroku Responsibilities:

- Designed and built out backend relational models and database
- Implemented inventory management library
- Built out and styled product and shopping cart features
- Collaborated with teammates to implement user-friendly features and design

NipponRunner - FullStack Software Engineer Feb. 2021 to Mar. 2021 An online language learning application designed to help users learn hiragana, the Japanese alphabet.

Stack: React, Express, MongoDB, Node.js, Heroku, Atlas Responsibilities:

- Collaborated with teammate to develop application concept and game logic continuity
- Built logic for backend routes and algorithms for frontend game logic
- Seeded database, managed features/branches, code conflicts and pull requests, and deployment

Bin Media Res - Software Engineer Feb. 2021 to Feb. 2021 An online media category application designed to help organize your favorite podcasts.

Stack: Javascript, Express, SQL, Node.js, Heroku Responsibilities:

- Built out frontend user interface and backend routes, associations, and models
- Utilized podcast API for user content

Mathblaster - UX/UI Designer

Jan. 2021 to Jan. 2021

A fun and engaging learning application paying homage to the late '90s game of the same name.

Stack: HTML, CSS, Javascript

Responsibilities:

• Built out interactive frontend application utilizing javascript algorithms and logic, and managed git workflow