

JOHN LAM

P. 650-823-3921 johnlamll916@gmail.com [LinkedIn](#) [Github](#) [Portfolio](#) San Francisco, CA

SKILLS

JavaScript, React, Redux, HTML, CSS, Ruby, Ruby on Rails, C, Mongoose, MongoDB, Node.js, Express.js, SQL, SQLite3, PostgreSQL, Webpack, jQuery, Git, Heroku

PROJECTS

Striva | *Ruby on Rails, React, Redux, JQuery, AJAX PostgreSQL, MapBox API*

[Live Site](#) | [Github](#)

An activity tracker app based off Strava utilizing MapBox API for live GPS map rendering and user generated route creation.

- Leveraged Mapbox's static image generation API by parsing and reconstructing JSON map data to retrieve static routes images directly rather than storing images in the database, thereby reducing data storage load
- Implemented Flux Architecture using Redux to manage application state and constructed a normalized state shape pattern to delegate render responsibility directly to key components, optimizing UI performance by mitigating the need for reflow.
- Harnessed React to build out Single-Page-Application by isolating components based on separation of concerns, allowing for efficient rendering of components.

Mastery | *JavaScript, Node.js, React, Redux, MongoDB, Mongoose, and Express.js*

[Live Site](#) | [Github](#)

An app to track and measure your skills, create and view associated tasks, with time tracking and social media features.

- Employed Mongoose API to model and manipulate MongoDB data for backend features tasks and followers. Added additional validation constraints using Validator library to ensure valid database entries.
- Seamlessly integrated tasks feature into an already existing react framework by adding a tasks slice of state through redux, axios requests to fetch backend tasks data, and lightweight React components to display, edit, and create new tasks.
- Spun up a web server framework using Express.js for quick deployment and built RESTful routes to handle requests for users, followers, tasks.

Jumper | *Vanilla JavaScript and HTML5 Canvas*

[Live Site](#) | [Github](#)

A vertical platform game inspired by Doodle Jump.

- Utilized OOP principles to encapsulate game states and modularizing classes to maintain clean and concise code.
- Rendered frames using pure HTML canvas to animate objects by using a requestAnimationFrame loop which makes asynchronous calls to a game loop and renders the map at a high resolution frame rate.
- Applied native JavaScript manipulation tools by attaching event listeners to keep track of objects movement and enables the user to start the game with a press of a button.

EXPERIENCE

Application Developer Intern

Claris, Oct 2019 - Dec 2019

- Researched, analyzed, and translated client needs into technical requirements, business solutions, and UI design.
- Wrote and implemented 50+ scripts for Homeless Youth Center applications aimed at improving workflow and functionality such as pattern recognition search and merge records
- Took initiative to lead a team of 3 to organize and facilitate meetings on product specifications regarding wireframing, workflow, and product design
- Collaborated with Filemaker experts to implement a feature which allowed for the generation of custom reports based on certain demographics.

Sales Advisor

24 Hour Fitness, January 2018 - June 2018

- Delivered excellent customer service and was tapped to do sales outreach at partnered businesses (Genentech, Torani).
- Utilized Oracle CRM to identify client needs and optimize sales strategies to improve membership retention and sales.
- Worked in close collaboration with clients to identify their needs and composed strategies to achieve fitness goals.

EDUCATION

App Academy - Immersive software development course with focus on full stack web development (Summer 2020)

42 Silicon Valley - Innovative software engineering program with focus on C programming and backend development (Summer 2019)

University California @ Los Angeles - BA - Political Science (Spring 2018)