JOHNNY PHAM

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TECHNICAL SKILLS

STRONG: Javascript(ES5, ES6), React.js, React Native, JQuery, OOP, PHP, CSS3, HTML5, Bootstrap, Flexbox **EXPERIENCED:** Firebase, Redux, MySQL, Node.js, Materialize, Apache2, Express, Sass

TOOLS: Meistertask, Git/Github, Agile Methodologies, Chrome Development Tools, Amazon Web Services, Figma, Expo

PROFESSIONAL EXPERIENCE

PARAPXL CORP, JUNE 2019 TO PRESENT

WEB DEVELOPMENT INTERNSHIP

- Built business level mobile application with React Native and synced to Google Firebase realtime database for users to post local food recommendations and store data into the application
- Developed app in Expo CLI environment for testing and viewing live updates before deployment
- Composed Redux-Saga middleware to coordinate asynchronous actions when connecting to the database
- Constructed a Figma wireframe and storyboard to plan out ideal functionality and design
- Collaborated with other developers for planning, UI/UX suggestions, and troubleshooting issues

APPLICATIONS

RUN TRACKER - LIVE | GITHUB

- A mobile-responsive run-tracking app that captures real-time data to assist the user in becoming a better runner
- Applied modularized React components to organize run-tracking data into independent and reusable UI sections
- Employed PHP backend that allows calls to create, read, and delete user information from the MySQL database
- Utilized Chart.js to create dynamic data visualizations of user-movement data obtained through Geolocation API
- Configured a Bootstrap grid layout to ensure responsive CSS that adjusts to multiple screen sizes

TRASH CLEANUP EVENT LOCATOR - LIVE | GITHUB

- Developed an application during a 2-day hackathon that connects volunteers with upcoming trash-cleanup events
- Leveraged AJAX calls to Eventbrite, Mapbox, and OpenWeatherMap APIs to provide real time data to the user
- Incorporated Agile Methodologies and Meistertask to manage the development stage and to prioritize tasks
- Programmed through object-oriented programming to enclose each distinct functionality within separate objects

BIRD MATCH - LIVE | GITHUB

- A birds themed memory match game with user-determined features and live-updating statistics
- Organized the game through the use of OOP to implement a game, cards, and stats classes
- Created using Javascript and JQuery, and styled with CSS3 to ensure responsive design and an optimal UX

EDUCATION AND CREDENTIALS

UNIVERSITY OF CALIFORNIA, SANTA BARBARA; Bachelor of Arts (B.A.) in Economics;

LEARNING FUZE, 2019; Irvine, CA; Accelerated Web Development Program

Completed over 60 hours per week of hands-on coding in a simulated workplace environment

ADDITIONAL INFORMATION

Volunteer Activities & Memberships: The ALS Association, Adopt-A-Block (Isla Vista)

Interests: Exercising, Reading for Personal Development, Basketball, Creating Outstanding Web Applications

Certifications: Certified Personal Trainer (National Academy of Sports Medicine), CPR/AED (American Red Cross)