

# Joanna Chen

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**Skills**   Ruby, JavaScript, Ruby on Rails, React / Redux, Node.js, Express.js, D3.js, HTML5, CSS3, Vanilla DOM, AJAX, AWS, Agile Methodology, Git, Heroku, jQuery, JSON, Mapbox GL JS, MongoDB, OOP, PostgreSQL, REST APIs, TDD, Webpack

## Projects

### Brewer

[github](#) | [live](#)

React / Redux, Ruby on Rails, PostgreSQL, HTML5, CSS3, AWS S3, Git, Heroku, Mapbox GL JS, Webpack

*Fullstack content platform that connects craft beer enthusiasts through a forum and top brewery travel guides.*

- Designed the application's CRUD features, database, models, controllers, redux store, and frontend components.
- Developed AJAX calls to connect with the backend to parse and render payload responses.
- Implemented Mapbox GL JS and database calls to easily render each brewery's location on a city map.
- Stored images on cloud with AWS S3 and Rails Active Storage to reduce server load and allow the app to scale.

### adAstra

[github](#) | [live](#)

React / Redux, Node.js, Express.js, MongoDB, HTML5, CSS3, AWS S3, Git, Heroku, Mapbox GL JS, React Native Calendar

*Event planning app built to create a stargazing community and help users geolocate the best sites for stargazing events.*

- As the team's main frontend engineer, designed a dynamic web page and interactive hover effects with CSS3 to render an animated website and forum with intuitive UX.
- Developed filter logic integrated with Mapbox GL JS geolocation to map the reflective location of constellations on Earth and display all currently viewable constellations.
- Implemented Vanilla DOM to render a specific date's event page with a click listener on the main calendar.

### BoopBlocks

[github](#) | [live](#)

JavaScript, D3.js, Web Audio API, HTML5, CSS3, Heroku

*Interactive browser instrument that teaches users about musical hemiolas and polyrhythms in a dynamic way.*

- Utilized D3.js to create dynamic SVG elements that allow intuitive user interaction with Web Audio API.
- Implemented logic with Vanilla DOM and JavaScript that initiates sound and animates a graphic representation of polyrhythms for a dynamic user experience.
- Developed logic using pure JavaScript to create a mute button that mutes sound and pauses live visualization.

## Experience

**Software Engineer Apprentice** | January 2020 - current

App Academy · Part-Time

- Conduct rigorous technical screening for applicants, evaluating algorithmic skills in JavaScript, Python, and Ruby.
- Perform non-technical interviews to gauge applicants' cultural fit and alignment with App Academy values.

**Production Manager** | October 2018 - April 2019

Boston Conservatory at Berklee · *Departments: Concert Services, Admissions, Audio/Visual*

- Cross-departmental, client-facing role built from 4 years of student work experience.
- Improved team efficiency and communication by designing wireframes and logistical plans for 400+ concerts.
- Directly assisted performers/visitors/renters with logistics needs during special events, concerts, auditions, and conferences.
- Mentored students on lighting/AV equipment, concert presentation standards, and professional communication practices.

**Events Assistant** | August 2018 - November 2018

Grantham Mayo Van Otterloo & Co. LLC

- Designed a mobile app with CrowdCompass to facilitate navigation for 500 attendees of the GMO Fall Conferences.
- Extracted and compiled data from Pivotal Data Suite to produce quarterly financial reports for leadership.

## Education

**App Academy** July 2019 - December 2019 | San Francisco, CA

Immersive software development course on full stack web development and computer science fundamentals (Ruby, JavaScript).

**SPLICE Institute** June 2019 | Kalamazoo, MI

Music technology intensive with workshops on Arduino IDE (C++), MaxMSP, and Supercollider (C++).

**Boston Conservatory at Berklee** August 2014 - May 2018 | Boston, MA

Bachelor of Music, Percussion Performance, Summa Cum Laude, 3.87 GPA