

Joanna Chen

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Skills Ruby, JavaScript, Ruby on Rails, React / Redux, Node.js, Express.js, D3.js, HTML5, CSS3, Vanilla DOM, Active Record, AJAX, AWS, Agile, 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, Mapbox GL JS, Yelp REST API, Git, Heroku, Webpack

Full stack application that connects craft beer enthusiasts through a forum, top brewery travel guides, and brewery search.

- Autonomously developed and designed the application's features, database, backend, redux store, and frontend components.
- Implemented jQuery AJAX calls to connect with the backend to parse and render payload responses.
- Self-learned Mapbox API and implemented a map with markers through database fetches of brewery and city locations.
- 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

Event planning application for the stargazing community to connect and geolocate the best sites for stargazing events.

- Practiced peer-to-peer collaboration and co-managed the software development life cycle with sprint planning, daily standups, and communicative Gitflow.
- 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.

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.
- Researched and self-learned Web Audio API to integrate audio creation with learned web development.
- Implemented logic with Vanilla DOM and JavaScript to initiate sound and animate graphic representation of polyrhythms.
- Designed and developed UI modes for a dynamic user experience.

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 | January 2015 - April 2019

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

- Client-facing, cross-departmental role built from years of responsibilities in 3 simultaneous employment roles (2015 - 2018).
- Worked in a tight feedback loop with clients and performers when problem-solving logistics needs for events and concerts.
- Improved team efficiency and communication practice by designing wireframes and logistical plans for 400+ concerts.
- Mentored students on professional communication practice, concert presentation standards, and lighting/AV equipment.

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