# John Marion Sanchez

Software Developer | Palmdale, CA, USA | (661)-674-0910
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## Education

**California State University of Long Beach,** Aug 2018 - May 2022
Bachelor of Science: Computer Science

## Technical Toolkit

**Frontend**: React, Typescript, HTML, CSS, SCSS, TailwindCSS, JavaScript, RTK, ES6
**Backend**: Node.js, Express.js, REST, GraphQL, PostgreSQL, MongoDB, AWS, Heroku
**Other**: Unit Testing, Mocha, Jest, Git, GitHub, UX/UI Design, Figma, CI/CD

## Experience

**Full Stack Developer** @ Oasys, August 2021 – Present
**React, RTK, TailwindCSS, Python, Django, CI/CD, Git, GitHub, AWS**
- Develop a travel itinerary web application with React and Django
- Design UI and web components with React and TailwindCSS
- Create models, views, and other backend APIs with Django
- Build frontend functionality with RTK and RTK Query

**Frontend Developer Intern** @ Colonist.io, July 2021 – Sep 2021
**React, Typescript, SCSS, NodeJS, ExpressJS, Postgres, Mocha, CI/CD, Git, GitHub**
- Helped maintain an online multiplayer browser game that serves 20,000+ weekly clients
- Improved user experience by restyling outdated web pages and fixing bugs
- Ensured code stability by writing unit tests with Mocha
- Worked collaboratively with a team via Git and GitHub

**Mentor** @ Mintbean, June 2021 – Jan 2022
**JavaScript, HTML, CSS, React, NodeJS, ExpressJS, MongoDB, Git, GitHub**
- Organized learnathons/hackathons that focused on teaching beginning web developers the basics of web development
- Mentored 25+ participants and provide individual feedback to improve their code's readability, reliability, and structure
- Hosted a daily study hour to assist participants on their projects or to provide tutoring on other web development subjects

## Leadership

**General Officer** @ CSULB Video Game Development Association, Aug 2020 – Dec 2021
**C#, Unity, Git, GitHub**
- Coordinated events and workshops regarding topics such as Unity, version control, and game design for 50+ members
- Oversaw projects and guided members through 4 months of production that involved documentation, daily meetings, and monthly demos