

John Marion Sanchez

Software Developer | Palmdale, CA, USA | (661)-674-0910
johnmarion1126@gmail.com | [GitHub](#) | [LinkedIn](#) | [Website](#)

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, RTK, JavaScript ES6

Backend: Node.js, Express.js, REST, GraphQL, PostgreSQL, MongoDB

Other: Unit Testing, Mocha, Jest, Git, GitHub, UX/UI, Figma, CI/CD, Heroku, Yarn, NPM

Experience

Full Stack Developer @ Oasys, August 2021 – Present

React, RTK, TailwindCSS, Python, Django, CI/CD, Git, GitHub, AWS

- Developed a travel itinerary web application for planning and organizing trips
- Designed UI and web components with React and TailwindCSS
- Created models, views, and other backend APIs with Django
- Built frontend functionality with RTK and RTK Query

Front-End 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- Improved user experience by restyling outdated web pages and fixing bugs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