

John Marion Sanchez

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

California State University of Long Beach, August 2018 - May 2022

Bachelor of Science: Computer Science

Technical Toolkit

Frontend: React, Typescript, HTML, CSS, SCSS, TailwindCSS, RTK, Redux, JavaScript ES6

Backend: Node.js, Express.js, REST, GraphQL, ORM, SQL, PostgreSQL, MongoDB, Redis

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

Experience

Full Stack Developer @ Oasys, August 2021 – May 2022

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

- Worked collaboratively with a team of five developers to build a full stack travel itinerary web application for planning and organizing trips
- Utilized Google Maps API to query for different destinations, lodgings, and restaurants and rendered them on screen using React and TailwindCSS
- Created models, views, and other backend APIs with Django and connected them to our frontend using RTK and RTK Query

Mentor @ Mintbean, June 2021 – January 2022

JavaScript, HTML, CSS, React, NodeJS, ExpressJS, MongoDB, Git, GitHub

- Organized learnathons/hackathons that focused on teaching beginning web developers the fundamentals 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

Frontend Developer Intern @ Colonist.io, July 2021 – September 2021

React, Typescript, SCSS, NodeJS, ExpressJS, PostgreSQL, 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- Improved user experience by restyling outdated web pages and fixing bugs and issues
- Increased code stability and test coverage by writing unit tests with Mocha

Leadership

General Officer @ CSULB Video Game Development Association, August 2020 – December 2021

C#, Unity, Git, GitHub

- Coordinated events and workshops regarding topics ranging from Unity and version control to game design and 3D modeling for 50+ members
- Oversaw projects and guided members through four months of production that involved documentation, daily meetings, and monthly demos