

# John Marion Sanchez

Software Developer | 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, 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

**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 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

**Front-End Developer Intern @ Colonist.io**, July 2021 – September 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- Improved user experience by restyling outdated web pages and fixing bugs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

## 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