

JOHNNY HOANG

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[LinkedIn](#)

[Github](#)

[Portfolio](#)

Oakland, CA

SKILLS

React.js, Redux, Ruby, Active Record and Rails, JavaScript, jQuery, SQL, HTML5, CSS3, Canvas, MongoDB/ Mongoose, Express, Node, Rspec, Jasmine, Capybara, Git

PROJECTS

Smackin'

[Live Site](#) | [Github](#)

A full stack web-application clone of Yelp using: React/Redux, Ruby/Ruby on Rails, PostgreSQL, HTML, CSS, AWS, Google Maps API

- Incorporated React-Redux cycle patterns to architect uni-directional front-end state management, creating a true single page reactive Web Application
- Enabled CRUD features such as user authentication by implementing traditional REST API for more interactive UX
- Integrated Google Maps API, allowing users to view actual locations of businesses that dynamically update based on search query/filters
- Connected the rails backend to AWS for scalability of uploading images and reducing server load time

Mango Music

[Live Site](#) | [Github](#)

A social media platform for users to share music using: MongoDB/Mongoose, Express.js, React/Redux, Node.js, HTML, CSS

- Collaborated with a team of 3 engineers, applying an efficient task-by-task Git workflow to help organize work and minimize potential merge conflicts
- Assumed the backend lead role for the project and generated routes using MongoDB, Mongoose, and Axios queries
- Utilized the Validator.js library to validate user input in the controller before saving things into a MongoDB database in order to prevent saving malformed data
- Integrated the Spotify Web API and created a custom function to obtain an authentication token, allowing us to extract track details such as name, artist, album, etc.

Drunken Maze

[Live Site](#) | [Github](#)

A JavaScript 2D maze game built with Object Oriented Programming using: Javascript, Canvas, Webpack, HTML, CSS

- Developed collision detection algorithm for sprite character and integrated keystroke event listeners to predict future player direction and movement
- Decreased graphic rendering lag through the use of HTML5 Canvas and animation frames, resulting in a more realistic gaming experience
- Created game entirely with Canvas API and DOM Manipulation (no 3rd party frameworks)

EXPERIENCE

Branch Manager

Enterprise Rent-a-Car | Jan 2018 - Sep 2021

- Led and managed a team of 5+ members to drive exemplary sales, while also providing excellent customer service
- Implemented business plan that resulted in +15% increased operating profit and recognized as the top branch with the highest customer service score in the East Bay region
- Developed a cost control plan that primarily focused on the underwriting process, lowering the branch's breakeven by nearly \$80,000 in a single month
- Drove employee development initiatives through the promotions of 10+ employees to managerial positions
- Successfully served customers during the pandemic, leading to a 100% fleet growth and becoming the largest home city branch in the entire company

Academic Mentor

EBAYC (East Bay Asian Youth Center) | Aug 2015 - Jun 2017

- Facilitated and provided a safe, educational, and enjoyable environment for a group of 20+ elementary school students in an after-school program
- Developed daily lesson plans that reinforced the school's curriculum to enhance students' education in everyday school subjects and enabled social emotional learning for students by teaching them accountability and leadership

EDUCATION

App Academy - Immersive software development course with focus on full stack web development (Spring 2022)

California State University, East Bay - BS - Business Administration (Summer 2015)