JD Buendia

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Technical Skills

JavaScript, React Hooks, Redux, HTML, CSS, Ruby, Ruby on Rails, Mongoose, MongoDB, Firebase, Node.js, Express.js, SQL, SQLite3, PostgreSQL, Webpack, jQuery, Git, Heroku

Projects

FlavorCheck (JavaScript, React/Redux, Ruby/Rails, HTML, CSS, PostgreSQL, AWS S3)   Live Site | Github
A Full Stack clone of Untappd, where users post and share reviews from specific burger joints
- Created a dynamic and true single-page application utilizing React's components/Redux's state management
- Enhanced user-experience by reducing url-redirects and exploiting React Virtual DOM manipulation to build modals for creation/deletion of review post and login/signup form
- Optimized database query for user followers/following by using SQL and Active Record best practices to avoid N+1 queries and reduce API requests
- Incorporated AWS S3 to host all project images in order to reduce page load and improve server performance, ensuring content security with AWS IAM

Slaw (JavaScript, React/Redux, Express.js, Node.js, HTML5, CSS, MongoDB, AWS S3, Socket.io) Live Site | Github
A Health and Fitness Social Media application that allows a user to interact with many different workout communities
- Acted as Team Lead and led the research on use of external technologies for feature implementations
- Leveraged Google Maps API and Active.com API to display events happening within a specific search location
- Spearheaded implementation of real-time chat for each channel by enabling bi-directional communication between web clients and servers through Socket.io
- Utilized MongoDB's flexible database to create one-to-many relationships for multiple CRUD action relations such as users to channels, channels to events to reduce API requests from the frontend

Over Grill (JavaScript, HTML5, CSS)   Live Site | Github
A game where a user is given orders and prepares the right burger on the plate
- Built full game using only vanilla JavaScript to create an interactive website that follows user input through clicks and reacts in real-time
- Leveraged DOM manipulation properties to assure game images are placed properly on the web page on click

Professional Experience

App Academy   **January 2021 - Present**
Software Engineer Intern (Part Time)
- Conducts technical screens of applicants and assesses algorithmic aptitude in JavaScript, Ruby, and Python.
- Guided individuals through technical interviews, and evaluating analytical problem solving.
- Appraised candidate abilities to work with others as well as their performance under stressful conditions.

SMCI - Software Management Consultants, Inc.   **October 2017 - July 2020**
Technical Recruiter
- Sourced candidates by making 100+ cold-calls per day, reviewing resumes, networking, and utilizing complex Boolean searches
- Interviewed a minimum of 10 IT professionals per week and generated over $300,000 in sales a year from contract and full-time placements
- Coordinated and prepared candidates through full interview process from application to offer
- Documented and maintained all pertinent data in the homegrown Applicant Tracking System (ATS)
- Mentored new recruiters by providing feedback on calls and guidance on proper processes

Education

App Academy   **July 2020 - November 2020**
Immersive software development course with focus on full stack web development

University of California, Irvine   **September 2013 - June 2017**
Bachelor of Arts, Psychology Major with a minor in Health Informatics

Interest/Hobbies: Gaming, eSports (CDL, LCS, VALORANT), Snowboarding, Music Festivals