

SKILLS JavaScript, Ruby On Rails, React/Redux, MongoDB, Express, Node.js, CSS, SASS, HTML 5, AWS, PostgreSQL, AJAX, RESTful APIs, Object-Oriented Programming

PROJECTS

Internet Flicks | *(Ruby on Rails, PostgreSQL, React, Redux, SASS, AWS, JavaScript)*

[live](#) | [github](#)

Single-page app inspired by Netflix where users can watch TV shows & Movies

- Implemented a searching feature so users can search for their favorite movies based on genre or key words
- Integrated AWS S3 with Rails to reduce server load for video streaming and promote scalability
- Utilized Redux to trigger pop out components when user requests more data, resulting in best-practice modern UI
- Leveraged CSS properties so that movie index cards automatically enlarges when cursors hover over them, leading to interactive UI

Mood Booster | *(MongoDB, Express.js, React, Node.js, JavaScript, CSS, AWS)*

[live](#) | [github](#)

Single-page app to help students overcome mental fatigue issues by showing users content based on what they select

- Implemented CRUD features so users can save and update their favorite content
- Filtered data on back-end with asynchronous functions and promises in router using user input received on front end to optimize server response time
- Implemented user-authentication by saving b-crypted password digest into database to not compromise user information while using passport to authenticate session token
- Leveraged MongoDB's non-relational database for faster look-ups by nesting data to model many-to-many relationships between users, comments, videos, photos, and quotes

Project Bound | *(JavaScript, CSS, Canvas)*

[live](#) | [github](#)

Pokemon themed game where player needs to traverse through levels by figuring out patterns of explosions

- Designed whole game loop using pure JavaScript, HTML Canvas, and object-oriented classes
- Applied animation frames to calculate delta time of the window to get frame by frame data making movement in every direction including diagonals fluid
- Implemented invulnerability frames and collision detection to create smooth interaction between objects

EXPERIENCE

Account Coordinator

Wonacott Communications

Apr 2018 - Jan 2019

- Brainstormed and prepared feature pitches and events to garner interest from media outlets which converted to 100+ articles published about clients' products
- Spearheaded outreach campaigns to attract gaming influencers to advertise clients products (505Games, PUBG Mobile, and Nighthawk Interactive) through social channels (YouTube, Twitch, and Twitter), resulting in 1000+ views
- Built and managed game publishers' social media platforms to increase community branding interaction

Communications Intern

UCSB Intercollegiate Athletics

Sept 2016 - Jun 2017

- Composed and published 60+ athletes' biographies on UCSB athletic webpage and designed programs using Adobe InDesign for mass distribution at home games
- Operated booth setup used for audience entertainment and acted as a liaison for both teams and referee

EDUCATION

University of California, Santa Barbara - *BA Communications, 2017*

AppAcademy - 16 week intensive web development bootcamp, 2019