

**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](#)

- Integrated AWS S3 with Rails Active Storage to reduce server load on back-end for video streaming and scalability for future expansion
- Utilized Redux cycle to dispatch actions to trigger pop-out component only when user required more information about content, making application more efficient
- Leveraged the CSS properties scale and translate along with :hover pseudo-selectors to keep UX/UI of index page and thumbnails clean and focused
- Arranged movie interface using event handlers to fade in and out depending on screen movement, improving user experience

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

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

- 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](#)

- 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
- Designed project using object-oriented programming for classes and class inheritance to ensure objects handled one specific function, allowing easy implementation of new independent objects in the future

## 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 new initiative to establish relationships with hundreds of influencers to provide more coverage for clients through influencer social channels such as YouTube, Twitch, and Twitter
- 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