

JOYCE CHAU

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EXPERIENCE

Rainforest QA | Front End Engineer

San Francisco (Remote) | July 2017 - May 2019

QA platform providing modern testing for web and mobile applications

- Tech Stack: React, Redux, Recompose, Jest, Flow, ES6, Webpack, Ruby on Rails, CircleCI, AWS
- Developed and tested new features and UI enhancements in an agile Scrum environment
- Collaborated with product managers and designers to define and brainstorm new features
- Triaged bugs and troubleshooted production issues alongside with Support Team
- Worked in a highly distributed and remote team where pairing sessions, Zoom meetings, and remote collaboration were extremely frequent

David Donn Consulting | Senior Analyst

San Francisco | May 2014 - October 2016

Boutique healthcare consulting firm specializing in workers' compensation managed care

- Only analyst who consistently achieved 100% of quarterly bonuses; senior management noted that error rates on projects and reports were at its lowest levels during my tenure
- Analyzed large datasets using Excel pivot tables and managed monthly reporting to 15-20 clients detailing program volume, savings, and performance; presented financial analyses to exec team
- Spearheaded recruiting process for new analysts and managed and trained 2 new employees

PROJECTS

SomeRecipes

Live | GitHub

Full-stack single-page application inspired by AllRecipes built on React, Redux, and Ruby on Rails

- Voted best user interface out of a total 25 possible projects
- Implemented a RESTful API allowing users to dynamically view, create, and edit recipes, review recipes, and search for specific results
- Integrated Cloudinary for image storage and upload, reducing internal server load
- Created customized backend routes, providing more efficient data retrieval

PokeHunter

Live | GitHub

Single-page application inspired by Pokemon Go built on React

- Designed application layout and user interface for rendering React components
- Integrated Google Maps API and created customized overlays

CorgiChomp

Live | GitHub

Classic item catcher browser game built using HTML5 Canvas and JavaScript

- Utilized jQuery and Keymaster libraries for handling user keyboard interaction
- Maximized principle of DRY object-oriented design

TECHNICAL SKILLS AND INTERESTS

Programming: React, Redux, jQuery, Jest, Flow, HTML5, Haml, CSS3, ImmutableJS, Recompose, Git

Interests and Hobbies: Corgis, board games, puzzles, hiking, running, cooking, traveling, reading

EDUCATION

University of California, San Diego

San Diego | September 2009 - June 2013

Bachelor of Science in Management Science

- Graduated Magna Cum Laude with Department Honors with distinction
- Major GPA: 3.95/4.00, Cumulative GPA: 3.81/4.00