

# Kendra Odrunia

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San Francisco / Bay Area

**SKILLS** JavaScript, Ruby, React, Redux, Ruby on Rails, MongoDB, jQuery, PostgreSQL, Express, AWS, HTML5, SASS, CSS3, Git

## PROJECTS

**Youth To The People Clone (Ruby on Rails, JavaScript, React, Redux, HTML5, AWS, SASS, jQuery)** [Live Site](#) | [Github](#)

*A full-stack single-page Youth To The People clone enabling users to browse through products and add items to their cart*

- Normalized the database using foreign keys and associations including, belongsTo, hasMany, and ActiveRecord relationships, to establish a flat state
- Executed model association relationships to optimize API queries, allowing all necessary data to be fetched in one AJAX call.
- Customized UI using advanced CSS selectors and jQuery to incorporate changes via events on the client-side, including pseudo-class selectors, pseudo-element selectors and event listeners
- Utilized Active Record to implement validation logic in the cart model to identify products with overlapping identification and prevent duplicating products

**WhatChu Want? (MongoDB, Express, React, Redux, Node, JavaScript, Google Maps API, Yelp API)** [Live Site](#) | [Github](#)

*A web app programmed to help users decide what to eat based on their preferences, developed by a team of four*

- Customized Redux frontend routing with React, including implementation of hashRouter, protected routes, and authenticated routes, to render specified components and streamline a single page application
- Utilized Yelp API, Axios, and HTTP routes to retrieve restaurants consistent with the user's submitted preferences
- Integrated Google Maps API with geolocation base searching to display the location of restaurants
- Built validation logic using Validator.js in the favorites model, enabling users to customize their personal list of favorite restaurants
- Devised constraints on the visited model to identify restaurants with overlapping identification, preventing restaurant duplication

**Positivity (Javascript, Canvas, HTML5, CSS3)**

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

*A light-hearted, sprite incorporated, game to promote positivity*

- Engineered UI to incorporate web responsiveness through DOM manipulation, including an event listener attached to the speaker icon that plays audio music and renders a new icon when clicked
- Enhanced UX through DOM manipulation, such as the addition of event listeners on the arrow keys allowing the avatar to move in the direction dictated by the user
- Optimized load times and user experience by constructing a function that loads all game resources, such as sprites, and fires an event when completed

## EXPERIENCE

### Medical Scribe

UCSF Medical Centers, March 2019 - Dec 2019

- Documented each patient's medical visits with accuracy and prompt submission, up to 16 patient's a day

### Laboratory Assistant

UC Davis Dubcovsky Lab, Dec 2015 - Sept 2018

- collaborated with various researchers
- produced data samples and filed reports, on a strict deadline, for a lab of 28 researchers
- promptly learned DNA separating techniques such as PCR and gel electrophoresis

## EDUCATION

**App Academy** - Immersive software development course with a focus on full-stack web development (Winter 2019)

**University California @ Davis** - BS - Human Development (Summer 2018)