LAILA **AASER**

Los Angeles, CA | 714-869-8127 | laila.aaser@gmail.com | **LinkedIn** | **GitHub** | **Portfolio**

Skills

Front End: HTML, CSS, JavaScript, TypeScript, Sass, Bootstrap, jQuery, React, Redux, Webpack

Back End: Python, Express.js, Node.js, PostgreSQL, MongoDB, Java

Testing & Others: Git, Chai, Jest, GraphQL, Figma, Agile Methodology

Experience

Full Stack Developer   **Jan 2021 to Present**
Infosys Limited   **Los Angeles, CA**
- Developed multiple pages and screens for a client's web application using TypeScript and React.
- Participated in daily agile scrum meetings and demos of ongoing and completed work.

Full Stack Developer   **May 2020 to Dec 2020**
Hack for LA   **Los Angeles, CA**
- Translated mocks and wireframes into responsive, interactive features.
- Significantly increased data storage capacities by utilizing third-party APIs, Node.js and JavaScript to automatically remove obsolete media and compress new files.
- Observed best practices for a production git workflow, including the creation of issues, branches and pull requests.

Web Developer   **May 2019 to May 2020**
Hideout Restaurants   **Anaheim, CA**
- Created and maintained successful websites that met requirements for objectives such as load speed and design.
- Created new components and updated older ones using React.js and Redux.

Projects

Trello Clone
- Created a clone of Trello, the visual tool for organizing your work. Used Node.js, Vue.js and MongoDB.
- Used Feathers.js to create a real-time application, so all the team members on a Trello page could work simultaneously.

AppointMe
- An application for viewing and booking appointment times. Used MongoDB, Express, Node.js and React.
- Integrated DatePicker library for appointment creation and to prevent overlapped bookings.
- Leveraged MongoDB text indexes and text search to allow fast multiple keywords search.

Flappy Bird Clone
- Clone of the addictive game Flappy Bird. Used JavaScript, Canvas, HTML5 and Webpack.
- Simulated flying physics and collision detection with platform rendering that efficiently updates the game state.

Education

Bachelor of Arts: **Sociology, General: Computer Science**
University of California, Riverside   Riverside, CA
- Summa Cum Laude, GPA: 3.85

Associate of Science: **Computer Science**
Irvine Valley College   Irvine, CA