# **Laney Luong**

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Rails, React, Redux, Ruby, JavaScript, HTML5, CSS3, jQuery, SQL, MongoDB, SQLite3, PostgreSQL, Git, Heroku, Ajax, Jbuilder, Mongoose, Node.js, Express.js, Webpack, Google Maps API, Rspec, Capybara, Chart.js

## **PROJECTS**

**Sparrowhood** (Rails, React, Redux, Ruby, JavaScript, HTML5, CSS3, PostgreSQL, jQuery, Jbuilder, Ajax, Chart.js, API) <u>live</u> | <u>github</u> *Full stack clone of Robinhood with real time stock data from Alpha Vantage API.* 

- Implemented a debounce function through resetting timeouts for autofill search of stock symbols to delay API calls until user inputs stop, and utilized local and session storage for returned data, for faster user experience.
- Incorporated a quick-sort algorithm for sorting tables by any column to reduce average Big O to (n log n) time complexity.
- Created custom SQL queries with ActiveRecord model methods and reduced server load through the utilization of Active Record associations to extract data from multiple tables in a single query, resulting in improved efficiency.
- Utilized React UseEffect and UseState hooks with jQuery to dynamically update non-connected components styling based on net change of stocks on graph of results for a more engaging user interface.

Flip Up (React, Redux, JavaScript, HTML5, CSS3, MongoDB, Mongoose, Node.js, Express.js)

live github

MERN project that allows users to create and share flashcards to study and compete with friends.

- Created backend CRUD with validations to prevent invalid data from being sent to Mongodb.
- Ensured user privacy with authentication measures on both frontend and backend, allowing users to only access private data and change decks, cards, and games when logged in.
- Collaborated with team of 4 engineers, utilizing efficient git and pull request workflow in order to minimize potential merge conflicts within Frontend and Backend
- Built components for implementation of the challenge mode with conditional rendering based on database query results to improve user engagement.

Bunny Prep (JavaScript, HTML5, CSS3, Webpack)

live | github

Single page educational game to teach users how to care for a bunny with simulated real consequences of inadequate care.

- Rendered graphics and decreased lag by using HTML5 canvas and animation frames to create a faster user experience.
- Utilized JavaScript ES6 class and inheritance syntax to incorporate collision detection to make code more DRY.
- Integrated conditional events and event listeners to dynamically move the bunny based on cursor or key movement within custom dimensions for a more interactive and playable area.

### **EXPERIENCE**

#### **Outpatient Pharmacist**

Kaiser Permanente

January 2015 - October 2021

- Reduced pharmacy wait times for patients by 10% through monitoring and dynamically adjusting team assignments based on fluctuating workloads in a high intensity and fast paced environment.
- Improved patient comprehension of medication use and risks through consultation by simplifying complex concepts for patients of varying demographics.
- Trained pharmacists in use of our electronic medical record system (EPIC) increasing documentation efficiency by 15%.
- Contributed to standard procedures for medication adherence outreach to low health-equity patients through piloting and providing feedback on interactions with patients and collaboration with a consultant.
- Generated inventory logs and labels with Microsoft excel and word to reduce manger workload.

#### **FDUCATION**

Full Stack Web Development - App Academy | October 2021 - February 2022

Doctorate of Pharmacy - University of California, San Francisco | August 2014 - May 2018

Bachelor of Art in Public Health - University of California, Berkeley | August 2010 - December 2013