

LANGUAGES

- C#
- Python
- HTML5 / CSS3
- Node.js
- JavaScript / ES6
- GraphQL

FRAMEWORKS / LIBRARIES

- React.js
- .NET / .NET Core
- Redux
- React Native
- Express.js
- Bootstrap/Bulma

KNOWLEDGE / SKILLS

- Git
- RESTful API
- Agile
- MongoDB
- Docker
- PostgreSQL/MSSQL

WORK EXPERIENCE

Full Stack Developer - Externship

October 2018 - November 2018

Technossus - Irvine

- Architected and revised RESTful API routes with Node.js, Express.js, PostgreSQL, and pg-promise
- Increased coding productivity by mentoring junior programmers through code reviews and assisting with blocked tasks
- Enforced administrative security with JWT authentication/authorization and password hashing encryption
- Proposed and implemented Redux to have a single application state and to simplify application extensibility

Quality Control Engineer I

January 2018 - August 2018

Biometrics4ALL - Irvine

- Devised an Agile escalation process that improved inter-departmental communication and escalation resolutions by 20%
- Designed test scripts to provide 100% test coverage for new client and server features and enhancements
- Prevented approximately \$5,000 of incorrect charges by swiftly identifying a bug in automated billing system
- Enhanced legacy documentation with current and best practices to accelerate future training

Support Engineer Tier I

April 2017 - December 2017

Biometrics4ALL - Irvine

- Reduced configuration time by 15% by developing automated batch scripts and Window Form utilities
- Elevated software comprehension retention by 10% for new hires and customers by improving training material

Associate Software Engineer

July 2016 - January 2017

Dealersocket - San Clemente

- Improved Customer Master Data Management (MDM) searches by implementing Elasticsearch de-duping logic
- Researched and implemented Apache Kafka to stream data from different MSSQL databases to multiple MDMs

PROJECTS

P.U.G. (Pick Up Games)

React Native

Mobile application where gamers can join chat rooms to find a group to play online games with

- Implemented Chatkit API to let the current user retrieve previous message history upon joining a new chatroom
- Resolved the issue of distinguishing different users in a chatroom by assigning unique bubble colors to each user

Bouncing Blocks

React Native

Mobile application where players create trampolines to bounce falling blocks across obstacles to score points

- Perfected collision by casting a ray segment between the two bodies and returning all detected intersections
- Integrated React Native Game Engine to frequently keep track of game state and update the physics engine

Study Buddies / Study Buddies Mobile

MERN Stack / React Native

Web & Mobile application where users can generate, study, and quiz themselves with flashcard sets

- Implemented the quiz generation algorithm that ensured random card question and answer ordering
- Utilized Redux to retrieve data upon application startup to decrease load times upon component mounting

EDUCATION

University of California, Irvine

June 2016

Bachelor of Science, Computer Game Science