

Mark Jang

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SKILLS

JavaScript, React, Redux, HTML, CSS, Ruby, Ruby on Rails, Mongoose, MongoDB, Node.js, Express.js, SQL, SQLite3, PostgreSQL, Webpack, jQuery, Git, Heroku

PROJECTS

Socian (Rails, React, Redux, Git, Heroku, JQuery, PostgreSQL, Javascript , AWS)

[live](#) | [github](#)

A Bandcamp clone where you can see artist profiles, follow them, listen to music, and like their songs and albums

- Planned out the components needed for the project in order to be as efficient as possible to avoid re-rendering any unnecessary components thus saving space and time.
- Leveraged the Redux store to give the search functionality the ability to re-render the page with the newly selected album information allowing the user easy access to it.
- Utilized the controlled input through React to make the player bar interactable, giving the user the ability to play a song at any specific time.

Job Pls (MongoDB, Express, React, Node, Axios, Jooble API)

[live](#) | [github](#)

A job seeker helper tool that inspires users by displaying different jobseeker's application statuses

- Implemented user follows, giving the app a crucial social network aspect leveraging other users for inspiration and networking
- Created a scrolling background effect while the signup form stays fixed, thus allowing for more information to be displayed in separate slides without the user needing to scroll back up to signup
- Translated the user interface to use integers in the backend, improving both the user and developer experience.

Virus (Vanilla Javascript, HTML5, CSS3, Webpack)

[live](#) | [github](#)

A 2D top-down bullet-hell style shooter game with complex particle effects made using Javascript, CSS, and HTML Canvas

- Optimized animation performance by feeding all animations through a single loop using requestAnimationFrame, allowing for smooth gameplay and easy to manage, centralized code.
- Took advantage of CSS Flexbox to make elements adapt to different screen sizes, allowing for a consistent user experience.
- Used object oriented programming best practices to design a modular system with centralized API's so game balance could be adjusted and tested quickly.

EXPERIENCE

Music Teacher

Exploring Music

Nov 2019 - Jul 2020

- Managed a roster of 14 students per week, including 10 one-on-one students and a group class of 4 students
- Created and implemented individualized lesson plans resulting in increased learning and engagement
- Enhanced students' understanding of music theory through professional resources including Kodaly pedagogy and improvisation sessions
- Grew the company customer base by 10% through positive referrals

EDUCATION

Full Stack Software Engineering - App Academy

Nov 2020

Immersive software development course with a focus on full-stack web development, which entailed 1000+ hours of coding.

Bachelor's of Music, Music Theory and Composition - San Francisco State University

Spring 2019