

# Mark Jang

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## SKILLS

JavaScript, React, Redux, HTML, CSS, Ruby, Ruby on Rails, 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 an editable form within a modal, providing important functionality that allowed users to update their jobs.
- 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