Miles Song

San Francisco, CA 94110| (916) 430-7021|Portofolio| miles.song.ca@gmail.com |LinkedIn|GitHub|

Skills

JavaScript, React / Redux, Node.js, Ruby on Rails, SQL,HTML,CSS MongoDB, jQuery, AWS,Python,GraphQL, Docker

Object Orientated Programming, Test Driven Dev, RESTful, Git, Jira, Confluence, Salesforce, Outreach, Zendesk, Drift

Projects

Skyscraper - A Tumblr inspired media sharing site built with **React/Redux/Rails/Postgresql/AWS**.   Link/ Github
- Built full user auth using **BCrypt** and **rails controller** for secure signup and login.
- Leveraged **AWS** S3 for receipt image storage and utilized file compression to reduce latency and storage cost.
- Incorporated **React-Redux** container and Redux selector patterns to architect highly scalable and uni-directional front-end state management.
- Leveraged **Webpack** and **Babel** to ensure a reliable uniform user experience across web browsers.

Ride - Motorcycle trip sharing app built with **MERN** stack in addition to utilizing **Mapbox** API.   Link/ Github
- Implemented User Auth by encrypting user details via the **JSON Webtoken** library to be sent over HTTP using **Axios** to be decrypted via the **JWT-Decode** library on the frontend.
- Search bar filters Redux store on text input, allowing users to see real-time search results.
- Designed CSS transitions on ride show / create, enhancing the user experience with smooth transitions between user events.
- Utilized **Mongoose ORM** to map results of database queries onto JavaScript objects to be manipulated and returned to frontend, separating concerns and following **MVC best practice**s.

Cheddar Cheese -Keyboard and mouse action game built with **Javascript, Canvas and Webpack.**   Link/ Github
- Designed Game logic and browser render with **Object Oriented Programming** in Javascript.
- Implemented custom movement, gravity, and object collision functions to provide a physics engine that allows objects in the game to intuitively interact with each other.
- Authored algorithms to generate game entities pseudo-randomly from a set of defined patterns, in order to strike a balance between predictability and freshness each playthrough.

WORK EXPERIENCE

App Academy   03/2019 – 08/2019
Program Manager
- Managed the Engineering Interview Prep product, a program dedicated to honing technical abilities of mid-career software engineers.
- Implementing and managing changes and interventions to ensure project goals are achieved.
- Developing an evaluation method to assess program strengths and identify areas for improvement.

CLOUDCC- CRM   02/2018 – 02/2019
Implementation Manager
- Assisting in requirement gathering and API design customized SaaS CRM solutions
- Facilitate after-sales and technical integration between the engineering team and clients.

Delphi Education Technology Consulting   08/2015 – 02/2018
Co-founder, Director of Consulting
- Providing consultation and implementation service for secondary and post-secondary institutions seeking technology solutions.
- Maintain and develop accounts and provide individual clients and institutions.

EDUCATION

Georgia Institute of Technology   *B.S. Economics*
App Academy   Full-Stack Web Developement