

Pauline Ann Bantayan

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Experience

Software Engineer

Sep 2021 - Aug 2022

Social Curator

Burbank, CA

- Rapidly acquired new skills in TypeScript, GraphQL, and Redux and utilized new skills to ship out performant features.
- Designed and developed GraphQL (Apollo) API routes to securely manage access tokens via OAuth2 authentication.
- Successfully integrated web app with Meta (Facebook + Instagram) APIs, enabling users to post on social media.
- Implemented a free trial subscription type using Stripe's API, resulting in increased user acquisition and retention.
- Improved draft load speeds by 30% by refactoring React components to use Redux instead of Firebase event listeners.
- Collaborated closely with cross-functional teams throughout ideation, implementation, and release phases.
- Provided technical insight and established timelines for upcoming features during monthly meetings with executives.

Frontend Developer

Sep 2019 - Sep 2021

City of Los Angeles, Department of Parks and Recreation

Los Angeles, CA

- Developed new features and monitored performance for over 90 web pages receiving 150,000 monthly visits.
- Transformed Figma design wireframes into responsive, mobile-first websites with high attention to detail.
- Increased codebase maintainability and efficiency by applying modern best practices to thousands of lines of code.
- Facilitated positive collaboration with stakeholders, producing improved design requirements for new websites.

WordPress Developer

Oct 2020 - Jan 2021

K'dara CBD

Los Angeles, CA

- Led successful rebrand and structural design of e-commerce website in close partnership with CEO.
- Improved performance by installing plugins for caching and image optimization, generating 20% faster load speeds.
- Achieved better SEO by effectively managing technical integrations and analytics by utilizing WooCommerce features.

Projects

Foodie — Blogging site for foodies to share their dining experiences

github.com/pauline-ann/blog-react

- Created a REST backend API with NodeJS and Express to handle HTTP requests and responses made to MongoDB.
- Developed modular React functional components to seamlessly fetch and display user-facing data from the database.
- Successfully applied the Model-View-Controller design pattern, improving code maintainability and scalability.

Pizza RPG — Turn-based RPG

github.com/pauline-ann/browser-rpg

- Built a dynamic game engine using HTML, CSS, JavaScript, and HTML canvas to render game objects within the DOM.
- Utilized JavaScript classes to manage state for game objects such as the overworld, battle system, and inventory.

2048 — React clone of the tile-merging puzzle game called 2048

github.com/pauline-ann/2048-react

- Implemented game logic and state management by leveraging React Hooks and props.
- Utilized Sass (CSS preprocessor) and CSS animations to create a visually appealing and interactive gaming experience.

Technical Skills

Languages JavaScript, TypeScript, HTML, CSS, Python, SQL, GraphQL

Frameworks React, NodeJS, MongoDB, Express

Dev Tools Redux, Sass, Firebase, Git, GitHub, VS Code, MySQL, Figma, Google Cloud Platform

Education

UCLA Extension - MERN Stack JavaScript Coding Bootcamp

Los Angeles, CA

Certificate in Full Stack Web Development

November 2018

University of California, Santa Barbara

Santa Barbara, CA

Bachelor of Science, Major in Environmental Science

June 2017