

# 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, which were successfully applied during development.
- Successfully integrated app with Meta (Facebook + Instagram) APIs, enabling users to make posts on social media.
- Designed and developed GraphQL (Apollo) API routes to securely manage access tokens via OAuth authentication.
- 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 components to use Redux state 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 maintained upkeep for over 90 high-volume websites receiving 150,000 monthly visits.
- Transformed design wireframes into responsive, mobile-first websites using HTML, CSS, and JavaScript.
- Increased codebase maintainability and scalability 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 with third-party services and analytics.

## Projects

**Foodie** — Blogging site for foodies to share their dining experiences

[github.com/pauline-ann/blog-react](https://github.com/pauline-ann/blog-react)

- Created a RESTful backend API with Node and Express to handle HTTP requests and responses made to MongoDB.
- Developed client-side React functional components to seamlessly fetch and display data from the database.
- Successfully applied the Model-View-Controller (MVC) design pattern to improve code maintainability.

**Pizza RPG** — Turn-based RPG that runs in the browser

[github.com/pauline-ann/browser-rpg](https://github.com/pauline-ann/browser-rpg)

- Built a dynamic game engine using HTML, CSS, JavaScript, and HTML canvas to render objects within the browser.
- Utilized JavaScript classes to manage state for game objects such as the overworld, battle system, and inventory.
- Enabled the saving and loading of game progress in the browser by utilizing local storage.

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

[github.com/pauline-ann/2048-react](https://github.com/pauline-ann/2048-react)

- Implemented game logic and state management in React by leveraging React Hooks and props.
- Utilized Sass (CSS preprocessor) and CSS animations to create a visually appealing and interactive gaming experience.
- Deployed application to a web server (Netlify), making the game easily accessible to users.

## Technical Skills

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

**Frameworks** React.js, Node.js, MongoDB, Express

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

## Education

**University of California, Santa Barbara**

*Santa Barbara, CA*

*Bachelor of Science, Major in Environmental Science*

*Sep 2013 - June 2017*