Pauline Ann Bantayan

(323) 347-9057 | paulinebantayan@gmail.com | linkedin.com/in/pauline-ann | github.com/pauline-ann | paulineann.me

Experience

Software Engineer   Sep 2021 - Aug 2022
Social Curator   *Burbank, CA*
- Successfully integrated app with Meta (Facebook + Instagram) APIs, allowing users to post to their social accounts.
- Designed and implemented secure GraphQL (Apollo) API routes to manage access tokens via OAuth authentication.
- Rapidly acquired new skills in TypeScript, GraphQL, and Redux, which were successfully applied during development.
- 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.
- Attended over 200 standup meetings and effectively communicated progress, ensuring project goals were being met.
- Provided technical insight and established timelines for upcoming features during monthly executive meetings.

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, resulting in 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, resulting in 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
- 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
- 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
- Implemented the game's 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) to make it 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*