

# Raymond Lang

San Francisco, CA

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## SKILLS

React.js, Python, SQL, Node.js, Express.js, MongoDB, JavaScript, jQuery, Redux, Git, HTML5, CSS3, Webpack, Heroku, TDD, Docker, Object Oriented Design, Google Analytics 4, Salesforce

## PROJECTS

### Tripster (MongoDB, Express, Node.js, React/Redux)

[Live](#) | [Github](#)

Single-page application with interactive messenger that allows registered users to plan trips with other users with ease and organization

- Generated fully specified backend built with **Node.js**, **Express.js** and **MongoDB**
- Devised data structures in **MongoDB** to ensure trip pages were private, granting authorized user permission to add new users, comments, or itinerary items
- Integrated **Redux Toolkit** unidirectional data flow to create predictable, normalized state and reliable DOM rendering for efficient load access to trips based on logged-in user

### Connectify (MongoDB, Express, Node.js, React/Redux)

[Live](#) | [Github](#)

Web application inspired by Facebook that allows users to share posts and interact with friends

- Developed full stack social media application using **MERN (MongoDB, Express.js, React, Node.js)** stack
- Created top-level authentication component, using **JWT** and custom authentication logic to dynamically allow user access
- Implemented a flexible, customizable **MUI** color theme system, with support for dark mode to enhance visual appeal

### Postflow (FastAPI, Python, Pytest, Docker)

[Live](#) | [Github](#)

RESTful API using FastAPI integrated with PostgreSQL for efficient data storage and SQLAlchemy for precise ORM handling

- Formulated 25+ automated test scripts to test application front-end using **Pytest** framework
- Dockerized **micro-services** and set-up **Jenkins** pipelines to automate build and **Heroku** deployment process

### Serpent VS Square (JavaScript, HTML5, CSS3)

[Live](#) | [Github](#)

HTML canvas auto-runner game

- Engineered custom collision detection algorithms and physics for player movement and seamless gameplay
- Designed snake movement algorithm and custom event listeners for smooth and responsive UI animation

## EDUCATION

### App Academy

*Jan 2023*

Rigorous 1000-hour course full-stack web development course

- Topics: SQL, React, JavaScript, Git, Github, Express, MongoDB, NodeJS, Webpack, TDD, OOP, REST, and security

### Boston College

*Magne Cum Laude*

B.S. in Molecular Biology | Minor: Computer Science

- Relevant coursework: Design & Analysis of Algorithms, Principles of Database Systems, Computer Architecture, Information Visualization, Bioinformatics, Biostatistics

### University of California, San Diego

*Incomplete, 2019*

Doctor of Medicine candidate

- Relevant coursework: Medical Informatics, Healthcare Data Analytics

## PROFESSIONAL EXPERIENCE

### Marketing and Sales Analyst

*Mar 2021 – present*

Precision for Medicine

- Designed Tableau and Power BI dashboards to optimize campaign performance and marketing ROI through data-driven insights and real-time monitoring
- Utilized Salesforce CRM and Microsoft SQL Server to track, analyze, and maintain client data, leveraging BCCResearch for predictive models and actionable market trend analyses, with 15% increase customer acquisition and retention
- Analyzed web traffic using Google Analytics and implemented customer segmentation strategies based on various media channels, leading to personalized and targeted campaigns that increased engagement and satisfaction
- Conducted systematic A/B testing to optimize conversion rates, campaign effectiveness, and maximize client lifetime value (LTV), resulting in improved enrollment conversion rates

### Quality Improvement Analyst

*Mar 2018 – Aug 2019*

Department of Public Health, San Francisco

- Designed Excel models to analyze datasets with 100K+ points with characteristics in operations, fiscal and administrative policy
- Produced Tableau dashboards to monitor month-to-month resource allocation by department
- Assessed resource utilization of program serving 500+ persons experiencing homelessness to save 20+ staff 1.5K+ hours/year