

**SKILLS** JavaScript, ReactJS, Redux, Ruby on Rails, HTML, CSS/SASS, jQuery, AWS, MERN, PostgreSQL

## PROJECTS

**Rainflix** | *(React/Redux, JavaScript, SASS, AWS, Rails 5, PostgreSQL)*

[live](#) | [github](#)

- Developed detailed UI using React / Redux and SASS to create Netflix's video zoom-in and dropdown showpage effects triggered by mouse hovers and clicks
- Stored videos using AWS S3 with Rails ActiveStorage, and RESTful routes to retrieve and display videos to reduce server load and allow for improved scalability
- Displayed dropdown show page under the specific category row the video was in by creating a new slice of state with a stored row ID to filter out the show page from the irrelevant rows
- Used React lifecycle methods to reload the video player with the new video address in the show page when switching between show pages to begin autoplaying the updated video
- Authored back-end authentication measures with BCrypt to securely store user's passwords and session tokens, allowing to secure sign up, log in, and logout and session privacy

**Mood Booster** | *(React / Redux, MongoDB, Express, Node.js, JavaScript, CSS, AWS)*

[live](#) | [github](#)

- Used React Router/Redux protected routes to update the buttons and features available to the users based on whether they are logged in
- Created rows in the videos, quotes, and photos table to store the IDs and ratings of users who rated the content to prevent users from rating multiple times, and to display the ratings on the content show page
- Implemented a proper Git workflow within our team to standardize the development of the software

**Ferry Driver** | *(Vanilla Javascript, HTML / CSS, Object-Oriented Programming)*

[live](#) | [github](#)

- Designed dynamic game play by using event listeners to access keypress codes to calculate the movement of the ferry boat
- Utilized object-oriented programming fundamentals to create classes to organize game pieces and minimize repetitive code

## EXPERIENCE

**Product Surveillance Specialist II**

*Penumbra, Inc.*

Jul 2016 - Jun 2019

- Developed a working knowledge of applicable internal SOPs, and domestic and international regulations
- Communicated by email and telephone to sales representatives worldwide to retrieve information regarding medical procedures using our devices to submit to FDA per MDR (21 CFR Part 803) guidelines

**Student Library Employee**

*Environmental Design Library (UC Berkeley)*

Jun 2015 - Jun 2016

- Executed a large-scale library organization project of over 210,000 volumes to update and enhance the library system and material organization

## EDUCATION and VOLUNTEER

University of California, Berkeley - *BA Cognitive Science (2012-2016)*

AppAcademy - Hands on experience creating projects, sharpening fundamentals, and learning best practices (2019)

Society of Technical Communicators - Technical Communication Fundamentals Bootcamp Certification (2018)

**Youth Mentor**

*Gracepoint Church Volunteer (ImpACT, A2F, InterHigh)*

Aug 2015 - Present

- Set up sound technology equipment for events with 100+ people in attendance, as well as train other students and create documents for future reference
- Plan and contribute to the logistics and content of our weekly program for ~40 children, ages K-5th