Reina DuFrene

Jr. Software Engineer

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SUMMARY

I am a Junior Software Engineer driven by a passion for streamlined solutions and fueled by endless curiosity. Drawing on experience in a client-centric, creative environment, I craft aesthetically pleasing solutions with user-centric design, aiming to apply my skills in simplifying complex problems.

TECHNICAL SKILLS

Languages: HTML | EJS | JavaScript | CSS | Python | TypeScript
Libraries and Frameworks: Tailwind CSS | Node.js | Express.js | React.js | Mongoose.js
Databases and other: MongoDB | PostgreSQL
Other Technical: Git | Github | Slack | Figma | Adobe Illustrator | ArtiosCAD | Adobe Acrobat DC | Excel | Word | Zoom

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SOFTWARE PROJECTS

MouseQuest: Disneyland Community Scavenger Hunts | Solo Project (Capstone)

12 days | Live | GitHub
● Full-Stack, mobile-first web app that allows the community to create, share, vote, and participate in Scavenger Hunts
● Utilized React, AJAX, TypeScript / JavaScript, Tailwind CSS, MongoDB/Mongoose.js, Express.js, and Node.js

AppMate: Job Hunting and Networking Companion | Group Project

7 days | Live | Github
● Full-stack web application that helps users stay organized when mass applying to jobs and networking
● Used Tailwind CSS, Python, and Django; learned group GitHub workflows and mob/pair programming approaches

Captain's Log: Cruise Travel Journal | Solo Project

10 days | Live | Github
● Full-Stack Web Application that allows authorized users to track and journal their cruise travel experience
● Implemented RESTful CRUD routing, Google OAuth and Passport, Mongoose, Express, Node, EJS, and CSS

WORK EXPERIENCE

Project Manager | Burlingame, CA | July 2016 - Mar 2023
Lahlouh, Inc.
● Successfully managed 30-40 large-scale print projects concurrently for leading pharmaceutical companies, earning recognition for meticulous attention-to-detail and achieving the highest sales managed as a solo project manager.

Structural Designer (Packaging) | Burlingame, CA | Jan 2021 - Nov 2021
Lahlouh, Inc.
● Streamlined interdepartmental communication and organization through the development of production trackers and interactive forms, resulting in increased efficiency, collaboration, and productivity.
● Achieved repeat clients and increased sales, leading to promotion within eight months.

EDUCATION

General Assembly | Remote | *Oct 2023 - Feb 2024*
Software Engineering Immersive
● Full-stack software engineering immersive student in an intensive, 12-week, 500+ hour program focused on product development fundamentals, object-oriented programming, MVC frameworks, data modeling, and team collaboration strategies. Developed a portfolio of individual and group projects.

California Polytechnic State University | San Luis Obispo, CA | *2012 - 2016*
Graphic Communication, B.S. | Minor in Packaging