

# Sandro Wong

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<http://sandrowong.io>

*Passionate web developer with reputation for quality and efficiency in customer satisfaction, communication, and problem resolution. A fast learner, team player, and hard worker, able to build a sophisticated website with full database backend all the way from mockup to rollout.*

## TECHNICAL SKILLS

HTML, CSS, React.js, Angular, React Native, Node.js, Express, JavaScript, jQuery, Handlebars, Java, GIT, Github, MongoDB, MySQL, Firebase, Bootstrap, Media Queries, RESTful APIs, JSON, AJAX, C++, the command line, computer science fundamentals, writing tests.

## EDUCATION

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|---|------|
| <b>University of California, Irvine</b>   | 2017 |
| • Certificate in Full-Stack Web Development   |      |
| <b>California State Polytechnic University, Pomona, CA</b>                          | 2016 |
| • B.S. Business Administration with a concentration in Computer Information Systems |      |

## WORK EXPERIENCE

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|--|--------------|
| <b>McGraw-Hill Education - QA Specialist I</b>   | 2016-Present |
| • Test legacy and new test cases with the use of formal test cases or scripts.                 |              |
| • Create automation testing framework using Selenium Webdriver with Java programming language. |              |
| • Interpret test cases, compare them to established specifications.                            |              |
| • Work in an Agile Team with developers to ensure the quality of the projects.                 |              |

## PROJECTS

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|--|------|
| <b>EviteHub - Team Manager, Front-Back End developer</b> - <a href="http://evitehub.com/">http://evitehub.com/</a>                                   | 2017 |
| • Led a team and created an Event Planner web app that helps customers to easily supervise the Guest List, Invitations, and RSVP                     |      |
| • React.js, Redux, mongoDB, HTML5, CSS3  |      |
| • <a href="https://github.com/saloiofun/EviteHub">https://github.com/saloiofun/EviteHub</a>  |      |
| <b>RPG Game - Front End developer</b> - <a href="https://saloiofun.github.io/RPG-game/">https://saloiofun.github.io/RPG-game/</a>                    | 2017 |
| • Created a RPG Game inspired on Street Fighter's Arcade game  |      |
| • JavaScript, jQuery, HTML5, CSS3, Bootstrap, game logic   |      |
| • <a href="https://github.com/saloiofun/RPG-game">https://github.com/saloiofun/RPG-game</a>  |      |
| <b>RPS Game - Front-Back End developer</b> - <a href="https://saloiofun.github.io/RPS-Multiplayer/">https://saloiofun.github.io/RPS-Multiplayer/</a> | 2017 |
| • Created a Rock-Paper-Scissors Game playable in the browser   |      |
| • JavaScript, jQuery, HTML5, CSS3, Firebase, game logic  |      |
| • <a href="https://github.com/saloiofun/RPS-Multiplayer">https://github.com/saloiofun/RPS-Multiplayer</a>  |      |