

Sonia Huynh

Full stack developer with an interest in front-end development and creating projects that add entertainment or improve our day-to-day lives

CONTACT



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EDUCATION

Dev Academy

Jan 2024 - May 2024

NZQA Level 6 Certificate in Applied
Software Development

University of Auckland

2018-2022

Bachelor of Commerce in Economics and
Management Conjoint with Bachelor of
Science in Physiology

TECH STACK

Front-end

HTML, JavaScript, React, Typescript, CSS,
Tailwind CSS

Back-end

SQLite (with knex.js), Node.js,
Superagent, Express

Version Control

Git

REFERENCES

Available upon request

EXPERIENCE

STUDENT FULL STACK WEB DEVELOPER

Jan 2024 - May 2024 | Dev Academy | New Zealand

- Completed solo challenges which boosted self learning, having a growth mindset and personal achievement.
- Pair-programmed which facilitated in rapidly learning new skills from my pair, team work and active problem solving.
- Collaborated on weekly one-day group projects that involved idea generation, implementation/development and presentation which emphasised my skills of team work, leadership and capability to deliver results under tight deadlines.

ASSOCIATE STUDY COORDINATOR

Aug 2022 - Dec 2023 | Optimal Clinical Trials | New Zealand

- Maintained accurate and up-to-date documentation, including study protocols, informed consent forms, study source documents and participant details which focused on my attention to detail.
- Organised and managed facilitating recruitment and screening process of potential study participants and ensured confidentiality and accuracy
- Coordinated and showed excellent communication with participants, doctors, nurses and the study team during each participant visit.

SKILLS

JavaScript:

- I have experience using JavaScript from kata challenges, creating mini projects such as TicTacToe and Whack-a-mole as well as completing challenges from Advent of Code 2023.

Front-end Development:

- I have focused on front-end development using React, TypeScript and CSS in group projects to create a trivia game using the Jelly Belly API implemented on the client side and also created a point and click escape room.

Back-end Development:

- I focused on back-end development using TypeScript, Node.js with Express and SQLite with knex.js to build a trivia game that had a self made database of questions as well as build my own database for my personal project BookBound.

Auth0

- I have implemented Auth0 as an authenticator in my group project "That's what they said" which requests the user to login or sign up before they are relocated to the game page.

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References available upon request

PROJECTS

BOOKBOUND: Work in Progress

- As I love reading and reviewing books, I am building a personal book review and rating app that allows searching up books, adding it to a library, writing and editing reviews and adding and deleting book ratings. This project also serves to consolidate my learning on full-stack web development and integrating external APIs.
 - **What I have achieved**
 - Integrated Google Books API via a proxy server on the backend, tested backend API endpoints using Thunder Client.
 - Implemented a search bar on the frontend for searching books and authors from the Google Books API using custom hooks and React Query.
 - Linked backend CRUD operations to the frontend for seamless data management.
 - Created a Home page to display recent user activity.
 - Developed a Books tab to show all saved books of the user. The user can manage the library by adding or deleting books saved in their personal library.
 - Enabled detailed book management with options to write, update, and delete reviews, ratings, and reading dates.
 - **Tech stack:**
 - **Front-end:** React, Typescript, CSS, Tailwind
 - **Back-end:** SQLite (with knex.js), Node.js, Superagent, Express, and GoogleBooks api.

LUCAS' MANSION: Final Showcase Project

- The point and click escape room routes to three separate pages, includes multiple clickable items within the room each with their own pop up component and has four separate mini games. The project has been deployed using Dokku - <https://lucas-mansion.pushed.nz/> (only supported on desktop).
 - **What I have achieved:**
 - I was the product owner for this project and was in charge of making final decisions, keeping the team on track with our minimum viable product and ensuring we completed our goals on time.
 - I used React, TypeScript and CSS to build the combination lock game and practiced my game logic using React states.
 - I built all the pop-up clickable clue components which focused on prop drilling, conditional rendering and CSS styling.
 - Lastly I used audio software; Audacity to edit audio which I implemented for the clickable buttons in the game to enhance user experience.
 - **Tech stack:**
 - Front-end: React, Typescript, CSS
 - Back-end: SQLite (with knex.js), Node.js, Express
- As the game we built is user experience heavy, we focused on front-end development but also included a back-end component to house our leaderboard which takes in a player's name and their total play time to rank them.