SOPHIA CHEUNG

626-863-5874 cheungsinhan@gmail.com Portfolio LinkedIn Github SF

SKILLS

JavaScript, Ruby, Rails, React, Redux, Ruby on Rails, SQL, Postgres, Git, HTML5, CSS3, MongoDB, Node.js, Express.js, AWS

PROJECTS

Kitchen Fable | *(JavaScript, React/Redux, Rails 5, Google Maps API, React Day Picker API, AWS, Heroku)* **live | github**

A single-page application modeled after Open Table, which allows users to search for and make reservations at restaurants.

- Constructed a flexible search feature using JavaScript promises to fetch data asynchronously from result of custom SQL query to Rails backend, and ensured persistence of search results upon refreshing webpage by storing query strings in route prop of React component.
- Integrated React Day Picker API into reservation form with conditional logic, thus restricting date inputs to only future dates.
- Effectively reduced server load and promoted graceful scalability of application by storing dynamic images in the cloud using AWS S3.

Cravings | *(Javascript, React/Redux, React-ChartJS, Google Maps API, Yelp API, MongoDB, Node.js, Express)* **live | github**

An original web application which returns a list of nearby restaurants based on the user's moods or feelings.

- Employed Yelp Fusion API in seeding MongoDB database and incorporated fetched restaurant data into Google Maps API to dynamically present restaurant locations.
- Implemented an intuitive and responsive user input form by integrating React-ChartJS API with overriding its default onclick listeners and manipulating React component state changes.
- Collaborated effectively with team of engineers via the GitHub platform from managing pull requests to resolving merge conflicts.

Turn It Down | *(Javascript, HTML5, CSS3)* **live | github**

A retro-style vertical platformer with a music rhythm game twist.

- Achieved smooth and intuitive movement-based animations with the use of asynchronous Javascript and vector math calculations.
- Developed algorithm for collision detection of user-controlled sprite character with moving platforms, and integrated keydown/keyup event listeners to predict future player direction and movement.
- Built dynamic tile mapping system which randomly assigns 2 of 3 prototypal tiles to each leveled tile line, and ensures top-level tiles are repainted to the DOM as bottom-level tiles leave, resulting in a more realistic gaming experience and higher player retention.
- Introduced game state changes by applying OOP techniques and strategizing React component state, which significantly DRYed up frontend code.

EXPERIENCE

Clinical Assistant/Private Insurance Coordinator

Pain Care of San Diego May 2018 - May 2019

- Demonstrated proficiency in utilizing electronic medical record (EMR) system to organize sensitive patient information in compliance with HIPAA regulations.
- Navigated through three-factor authentication system to assist providers in electronic prescribing of 20+ types of medications, including schedule II, III and IV narcotics.
- Assisted doctors in medical procedures by maneuvering the C-Arm medical imaging device and controlling the radiofrequency ablation generator.
- Managed and authored multiple microsoft excel sheets in detailing statuses of hundreds of outgoing referrals and prior-authorizations.

EDUCATION

University of California, San Diego - *BS Physiology & Neuroscience, 2014 - 2018*

Relevant coursework: CSE11 - Introduction to Computer Science & Object-Oriented-Programming: Java

AppAcademy - 1000-hour immersive full-stack web development intensive course with <3% acceptance rate, 2019