STEVEN TRAN

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SKILLS

React, Redux, Ruby, Rails, Javascript, HTML, CSS, Postgres, Git, AWS, AJAX, JQuery, REST API

PROJECTS

You Choose (MongoDB, Express.js, React, Node.js, Yelp Fusion API)   live|github
A web application that randomizes and chooses a place to eat using Yelp API
- Integrated Yelp's API to retrieve specific restaurant data by providing query parameters
- Designed spinning wheel of various cuisines using html5 Canvas and incorporated with Yelp's API to produce list of restaurants matching cuisine on wheel
- Utilized mapStateToProps to pass appropriate slices of redux state to components in order to avoid additional queries and render features for user

Faybuk (React.js, Redux, Rails 5, Ruby, AWS, PostgreSQL)   live|github
A pixel-perfect replica of social media app Facebook
- Utilized RESTful authentication by encrypting passwords with BCrypt and generating and cashing session tokens
- Connected Rails backend to AWS S3 for asset storage, allowing users to upload photos to profile and alongside posts
- Optimized backend routes and shape of front-end state to minimize load-time for process-heavy user experience by eager-loading associations, allowing posts and comments to be rendered almost instantly
- Implemented MVC architecture with Polymorphic model association for likes on posts and comments, reducing number of required tables

8 Ball Pool (HTML, HTML Canvas, Javascript, CSS)   live|github
A classic 8 Ball Pool game created using HTML Canvas
- Developed custom movement, force, and collision function using html5 Canvas to provide a physics engine that allows for balls to realistically and intuitively interact with each other and environment
- Decrease graphic rendering lag through use of HTML5 Canvas and requestAnimationFrame, resulting in more realistic gaming experiencing
- Utilized sprites and HTML5 Canvas to render Pool Table, Balls, and Cue Stick

EXPERIENCE

Technical Product Analyst II
Facebook (via Accenture)   Feb 2019 - Feb 2021
- Served as first-line of technical support for data-focused products for Measurement Products Team (Ads Manager, Events Manager, Facebook Pixel, Page/Audience Insights, Facebook Analytics), handling 20k+ tickets (25% of team volume) while maintaining a 98% QA score
- Discerned product confusion or bugs, identified solutions and advised sales team advertisers to reach desired outcomes by providing resources or workarounds
- Partnered with product specialists and software engineers to identify recurring trends of advertising bugs and business product confusion and provided analysis and reports
- Streamlined and documented advertisers support content across multiple stakeholders to reduce product confusion and minimize revenue impact and updated internal wikis to reduce employee knowledge gap.

EDUCATION

App Academy - 2021 | 1000+ hour 16 week fully immersive full stack web development bootcamp
California State University, East Bay - 2016 - 2018 | B.S Business Administration & Marketing Management