Sarah Walloga

phone: 847.471.1891 | email: swalloga@gmail.com
website: sarahwalloga.com | LinkedIn: sarahwalloga | GitHub : swalloga

NYC based former marketer/excel power user turned application developer with extensive experience in analytics & managing business technologies. Seeking opportunities to work on the front-end or back-end of exciting web applications.

EXPERTISE

Ruby • Rails • RSpec • JavaScript • Git • jQuery React.js • Redux • SQL • HTML5 • CSS3

EDUCATION

App Academy (Fall 2018)
1000-hour immersive full-stack web development course with <3% acceptance rate.
Focused on: TDD, scalability, algorithms, OOP, coding style, REST, security

New York University (Spring 2012)
Stern School of Business
BS - Marketing and International Business

EXPERIENCE

Marketing Planning Manager
L'Oreal USA- NYC
Mar 2016 - Sept 2018
- Advised marketing team based on channel analytics and market insights to drive trade promotion effectiveness, yielding increased net sales of over $900k in one program.
- Standardized excel based reporting including budget management and streamlined marketing planning process.
- Coordinated with IT for marketing group, tracking & managing bugs/enhancements to various business applications.

Sales Operations Analyst
Mike's Hard Lemonade
Sept 2014 - Oct 2015
- Produced sales operations reports on a weekly, monthly and quarterly basis driving distribution gains and brand growth.
- Coordinated IT requests for sales organization by documenting requirements, performing testing and communicating rollout activities to business users.

PORTFOLIO

BeerPal
Live Site | Github
A feature-rich, RESTful single-page application inspired by MealPal which uses Ruby on Rails, PostgreSQL, JavaScript, React, and Redux.
- Employs Google Maps API to show beer deals in any of the listed cities with markers at latitude/longitude locations
- Leverages Rails custom validations to ensure uniqueness of deal reservations by user and day
- Capitalizes on React's diffing algorithm to minimize re-renders, resulting in a seamless user experience

Fruit Frenzy
Live Site | Github
A game inspired by CandyCrush, with a healthy twist. Built with HTML Canvas, JavaScript, and CSS.
- Uses external libraries including jQuery to append score to page and lodash for ease of sampling fruits array at random
- Allows click and drag of tiles to swap tiles for intuitive playing
- Custom algorithm to identify clusters of three or more like tiles, remove and replace with new tiles at random
- Animates movement of falling tiles through incrementing tile image x/y coordinates in canvas
- Tracks users score and allows for new game through button click

Code Intensive
Live Site | Github
This is a very short sentence about what your project does and the languages you used

- Lorem ipsum dolor sit amet, consectetuer adipiscing elit. Aenean commodo ligula eget
- Nulla consequat massa quis enim. Donec pede justo, fringilla vel, aliquet nec, vulputate eget, arcu. In enim justo,