# Travis Nguyen

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### Skills

Ruby, JavaScript, React, Redux, Ruby on Rails, PostgreSQL, MySQL, jQuery, JBuilder, Express, NodeJS, Git, RSpec, CSS3, HTML5

## Projects.

#### Wander Camp (JavaScript, React/Redux, Ruby on Rails, PostgreSQL, JBuilder)

Live | Github

WEB APPLICATION THAT ALLOWS USERS TO BOOK UNIQUE CAMPING EXPERIENCES AROUND THE WORLD

- Integrated Google Maps API with geolocation based searching to dynamically query specific listings within a set radius
- Eager loaded relational model data to prevent N + 1 queries to the PostgreSQL database using Rails Active Record
- · Leveraged Redux architecture's unidirectional data flow with JBuilder to create a normalized data state
- Implemented secure and efficient user authentication using the salt and hash features of the Ruby BCrypt gem and bootstrapping user data

#### Yelp on Slack (MongoDB, React, Express.js, Node.js)

Live | Github

SLACK APPLICATION THAT GENERATES A CURATED LIST OF RESTAURANTS IN POLL FORMAT

- · Persisted channel access token and webhook url data to MongoDB using mongoose ODM library upon app authorization
- · Parsed dialog query filters for yelp fusion API request to select restaurants based on a bayesian average of their ratings
- Utilized the fisher-yates shuffle algorithm on selected restaurants to ensure unique options when using identical query filters
- Formatted yelp JSON response in accordance to the slack API message format to send an interactive, curated list of restaurants to the requested channel

#### **Gravity Rush (Javascript, p5, HTML5 Canvas, CSS3)**

Live | Github

AN HTML CANVAS GAME, WHERE PLAYERS HAVE THE ABILITY TO REVERSE THE POLARITY OF THE WORLD

- Formulated algorithm to generate terrain using calculations based on player physics, terrain velocity and canvas x position
- Employed p5 Web Audio API extension and custom event listeners to generate game sounds for a captivating user experience
- Utilized OOP paradigm to reduce complexity of code, eliminate redundancy, and allow easy future feature implementations
- Implemented rectangular collision detection algorithm to detect player, terrain, and canvas collisions

# Experience \_

**Pho Sushi Bar** San Diego, CA

GENERAL MANAGER

Jun. 2016 - Mar. 2018

- · Trained new waiters and floor staff on guest service expectations, proper food handling, and restaurant protocols
- · Increased sales by 10% through collaborating with marketing representatives to implement promotional campaigns
- · Maximized profit margins by identifying and eliminating inventory issues such as excess ordering and poor storage manage-

**The Flying Samaritans** 

Irvine, CA

MEMBER

Sep. 2014 - Jun. 2016

- Assisted in fundraisers in order to generate funds for monthly clinic trips to the El Testerazo Clinic in Baja California
- Worked alongside a team of 4 physicians and 1 translator to accommodate 30 patients per trip
- · Performed diagnostic tests and acquired detailed patient information in conjunction with vital signs and OPORST

#### Education

**App Academy** San Francisco, CA Web Development Course

• Rigorous 1000-hour full-stack web development course with < 3% acceptance rate

Apr. 2018 - Jul. 2018

- Topics include: TDD, scalability, algorithms, OOP, coding style, REST, security, single-page apps, and programming best practices

#### University of California, Irvine

Irvine, CA

**B.S. IN BIOLOGICAL SCIENCES** 

Sep. 2012 - Jun. 2016

· Received deans honor list each year during undergraduate career and graduated with a 3.65 GPA