

## Projects

### OOOH - An event sharing, social mobile iOS app

[Live](#) | [Github](#)

Tech: React Native, React, JavaScript, Redux, Ruby on Rails, PostgreSQL, Amazon S3 AWS

- Created a form consisting of multiple associations as well as images for creating a new event. To make the code more manageable, I broke the event form component into multiple pieces, some of which were reusable for other purposes.
- Integrated geocoding into the app, allowing a user to search for events within a radius of a given address. A user can then sort events based on distance, which may enhance the user experience.
- Implemented many custom animations such as a horizontal scroll carousel. This provided the app with a more sleek feel.
- Used ActiveStorage within Rails in order to connect to AWS. This was used to host all user uploaded images.

### Forage - An ingredient to recipe search built on the MERN stack

[Live](#) | [Github](#)

Tech: MERN stack (MongoDB, Express.js, React.js, Node.js), Apollo, GraphQL, HTML5, CSS3

- Implemented infinite scrolling through pagination and "load more" functionality in Apollo. This helped to reduce over loading the user with data.
- Used Firebase for image hosting and implemented image upload to Firebase via form. This reduced server load, allowing the app to scale.
- Developed a dynamic form with React Hooks to allow users to submit their instructions/ingredients into an array in one go. Users can hop between steps and still retain the step order.

### Key Mania - A browser-based game built with JavaScript in combination with Canvas

[Live](#) | [Github](#)

Tech: Javascript, Canvas, Web Audio API, Webpack

- Built the game logic entirely on plain Javascript, utilizing good OOP principles, which allowed me to easily make edits and integrate different songs and adjust game difficulty
- Employed DOM manipulation and event listeners to render game menu, game controls, statistics, and audio, allowing users to fully interact with the game.
- Used Javascript to interact with HTML5 Canvas and move arrows across the screen and render an animation when they are successfully removed.

### Dash - A recreation of the popular project management tool, Trello.

[Live](#) | [Github](#)

Tech: Ruby on Rails, JavaScript, React, Redux, PostgreSQL, HTML5, CSS3, Webpack

- Used the react-beautiful-dnd library to implement a drag-and-drop feature for individual cards/tasks, allowing for an improved user experience
- To complement the drag-and-drop feature, utilized Redux to not only persist the change, but to anticipate and update the card movement on the front-end. This allowed for a smooth and seamless feel.
- Designed the application to be compatible with mobile, ensuring the user to be able to easily access their notes

## Work Experience

### Commissions Analyst (Contractor) | Current Role

Illumi, Inc.

- Working with the Company to automate accounting tasks and calculations. Recently built out a database using MS Access to calculate commissions for all employees leading to a quicker turnaround time.

## Education

UCLA | 2012 | Los Angeles, CA | BA in Economics, Minor in Accounting