

# Vern Chao

P: (510) 495-4532   [vernchao91@gmail.com](mailto:vernchao91@gmail.com)   [Portfolio](#)   [LinkedIn](#)   [GitHub](#)   San Francisco / Bay Area

**SKILLS**   JavaScript, Ruby, Active Record and Rails, React, Redux, Mongoose and MongoDB, Express, Node, jQuery, NoSQL, SQL, Rspec, Jasmine, Git, HTML, Canvas, CSS3, Python

## PROJECTS

**cutAbove** | (MongoDB, Expressjs, Reactjs, Redux, Nodejs, AWS, Heroku, HTML5, SASS)   [Live Site](#) | [Github](#)

*cutAbove is a MERN stack mock site for stylists and clients with profile info, appointment booking and reviews.*

- Incorporated a task-by-task workflow, primarily using git, to minimize the chances of merge conflicts.
- Advanced into a backend lead role and directed routes using Mongoose, MongoDB and Axios queries.
- Connected AWS for uploading images such as profile pictures or styles into the S3 console bucket.
- Utilized Validator.js library to validate user input in the controller before saving into MongoDB database.
- Streamlined a search feature that properly filters our database objects into expected results.

**Echo** | (Ruby, Ruby on Rails, React.js, Redux, Websockets, Heroku, PostgreSQL, HTML5, SASS)   [Live Site](#) | [Github](#)

*Echo is a full stack web-application Discord clone.*

- Leveraged Rails polymorphic associations with messages on conversations and channels for DRY code.
- Charted back-end Action Cable and Redis to manage web-socket for live-chat.
- Implemented traditional REST API, enabling simple CRUD features for smooth UI production ready code.
- Utilized full capability of Redux store with ES6 to generate a true single page reactive Web App Performance.

**MazeRunner** | (Javascript, Webpack, Canvas, HTML, CSS)   [Live Site](#) | [Github](#)

*MazeRunner is a 2D skyview maze game built with Javascript Object Oriented Programming.*

- Designed entirely with DOM manipulation and vanilla Javascript and Canvas API, no 3rd party frameworks.
- Formulated custom drawImage function paired with requestAnimationFrame to render different frames, creating smooth and appealing animation for playable game objects.
- Applied event listeners to keyboard and mouse, providing a smooth, interactive UI experience.
- Assimilated great encapsulation of class objects to prevent functionality being defined in multiple places.

## EXPERIENCE

### Assistant Manager, Bartender

*Burma Superstar of Alameda*

Feb 2015 - June 2021 (6 ½ years)

- Assisted in bar lead tasks to meet with wine and spirit vendors that decreased cost of beverage goods by 15%.
- Implemented training procedures for new hires to create eager and ardent individuals.
- Involved with the interview team and helped set up an interviewing blueprint.
- Interviewed applicants best fit or add to the restaurant's work culture and ethics.
- Primarily focused on excellent food service, customer experience and welcoming hospitality.

### Teaching Intern at Franklin Elementary School

*East Bay Asian Youth Center (EBAYC)*

August 2009 - June 2010 (11 months)

- Provided a safe, educational and enjoyable environment for elementary students after school.
- Supervised and provided tutoring and mentorship to a group of 10 students.
- Created and facilitated lesson plans of various subjects to extend students' education beyond school hours.
- Implemented reading curriculum to enhance students' reading comprehension.

## EDUCATION

**App Academy** - Immersive Software Engineer course with focus on Full Stack web development (July 2021 Cohort)

**College of Alameda** - (2010 - 2012)

**Oakland High School** - (Graduated 2009)