

# Vincent Chin

github.com/vincentchin | vincentchin.github.io

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## Profile

I am a dedicated individual who would love to contribute and help further a company's goals in software development. I have shown in previous roles that I can learn and adapt in a fast-paced start-up environment while helping the company achieve its goals. I have also developed on production-level web applications that demand a high level of detail and understanding of the industry.

## Languages and Tools

- Javascript, ES6, React, Reflux, jQuery, HTML5/CSS3, SASS, D3.js, Python, Flask, Ruby on Rails
- JSON, REST/HTTP, Vagrant, Redis, Heroku, AWS, Github, Bitbucket, JIRA, Agile
- Mixpanel, Google Analytics, Email Marketing, SEO

## Work Experience

### Amper Music Inc.

*Frontend Developer*

December 2015 - January 2017

- Developed main features on the Amper UI using React/Reflux consuming an internal RESTful API.
- Created reusable React components and helper methods to facilitate developing new features.
- Generated live graphs and dashboard views with D3.js, Flask API and Redis.
- Converted PSD mockups into webpages for public website revamp.
- Built interactive web app allowing users to provide feedback on AI generated music from Amper.
- Setup marketing analytics and a store to link interactions to tracking calls.
- Documented stores, functions and components from the frontend code using JSDoc.

### Kingsmen Films

*Web Developer (Contract)*

October 2015 - November 2015

- Hired by film director to build a movie teaser site for presentation at film festivals.
- Handled all aspects of development, including choosing tools and creating deploy/host strategy.
- Built in Jekyll and Github Pages for the most cost-efficient solution.
- Implemented modern design elements, including background video and full page scrolling, to emulate professional movie teaser sites.

### TheFirehoseProject Apprenticeship

*Full-Stack Web Development Student*

June 2015 - September 2015

- Developed CRUD Rails apps, including a quote app for use in a small gaming community.
- Worked through traditional computer science algorithms and data structure challenges.
- Mastered scrum methodology in a collaborative project with other students.

### Benesse America Inc.

*Digital Marketing Assistant*

January 2013 - April 2015

- Led the development of the marketing website for the web app.
- Planned email campaigns and created cross-client compatible emails.
- Collaborated with software developers using user feedback to improve UI/UX for main web app.
- Leveraged Google Analytics to improve search performance and conversion funnels.

## Education

CUNY Baruch College - Zicklin School of Business B.B.A

August 2009 - May 2013