

# Virginia Knight

t: provided upon request

e: [virginiaknight888@gmail.com](mailto:virginiaknight888@gmail.com)

Scottsdale, AZ

[Portfolio](#)

[Linkedin](#)

[GitHub](#)

## Skills

JavaScript, React, Redux, HTML, CSS, Ruby, Ruby on Rails, Mongoose, MongoDB, Node.js, Express.js, SQL, SQLite3, PostgreSQL, Webpack, jQuery, Git, Heroku, SAS, AWS S3

## Projects

### Quizard

[live site](#) | [github](#)

JavaScript, React / Redux, HTML / CSS, Express, MongoDB, Node.js, WebSocket

*An interactive web application that allows users to create and play quiz games with their friends*

- Employed WebSocket connections to allow users to participate in real-time live game sessions and live chat
- Spearhead development as Front End Lead by developing, structuring, and styling form inputs and static pages as well as providing support and advice to fellow team members on front end technologies

### Pinteresque

[live site](#) | [github](#)

JavaScript, React / Redux, Ruby on Rails, PostgreSQL, HTML / CSS, AWS S3, Webpack

*A full-stack clone of the inspiration-sharing website Pinterest*

- Harnessed the unidirectional state management of Redux to simplify React components and directly manage data for form inputs and form submissions for users, Pins, boards, and follows
- Connected the Rails back end to AWS S3 for media storage and organization while maintaining content security with AWS IAM
- Leveraged Rails polymorphic associations with follows to users or boards for DRY code

### Popcorn

[live site](#) | [github](#)

JavaScript, Canvas, HTML / CSS, Webpack

*A single-page browser app in which players align puzzle pieces in a grid to pop pieces of popcorn*

- Leverage vanilla JavaScript and DOM manipulation to handle all visual effects in addition to timed, round-based game logic
- Implement a queue data structure to perform breadth-first node traversal when determining the status of puzzle pieces within the game grid

## Experience

**Statistical Programmer** | June 2018 - July 2021

Precision for Medicine

- Provided programming support for over 30 clinical trials covering Phase I, Phase II, Phase III, and Phase IV trials
- Efficiently created and validated various statistical summaries, tabulations, and analysis data models, averaging completion times between 1/4th and 1/8th of the time quoted to the client
- Served as a lead programmer for 6 clinical trials by discussing the study logistics with the client, managing a team of programmers' workloads, and overseeing the progression of the studies
- Worked extensively with SAS macros to develop efficient programming techniques and assisted in a validation committee to verify the accuracy of department-wide macros

## Education

**App Academy** | January 2022 | New York, NY

Immersive software development course with focus on full stack web development

**San Diego State University** | May 2018 | San Diego, CA

College of Sciences, Bachelor of Science, Statistics