

SKILLS React, Redux, JavaScript, Ruby, Ruby on Rails, Python, HTML5, CSS3, SCSS, Mongoose, MongoDB, Node.js, Express.js, SQL, SQLite3, PostgreSQL, Google Maps API, Amazon Web Services (AWS), Webpack, jQuery, Git, Heroku, RSpec, Test-Driven Development (TDD), Object Oriented Programming (OOP), Data Structures and Algorithms

PROJECTS

Suro | *(React/Redux, JavaScript (ES6), Ruby on Rails, PostgreSQL, Google Maps API, HTML, SCSS)*

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

- Built a pixel-perfect and responsive clone of Turo using React/Redux and SCSS for the front-end, Ruby on Rails for the back-end, and PostgreSQL for the database. Images are hosted on AWS S3 and the live site is deployed on Heroku.
- Integrated Google Maps API and Google Places API to improve user experience by allowing users to search for car listings on an interactive map or by location.
- Incorporated the NHTSA Vehicle API so that a user can input their vehicle's unique VIN to a listing form and verified vehicle data, i.e. year, make, model, horsepower, and fuel type, can be fetched from a public database.

The Tellurian | *(React/Redux, JavaScript, Mongoose, MongoDB, Node.js, Express.js)*

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

- Identified a problem, connecting global news with statistics, and collaborated with 3 other engineers to construct a visual and scalable solution. Adapted to Git Workflow within a team.
- Created a single-page app featuring a 3D map, statistics from the World Bank API, and news fetched from various news APIs.
- As the lead backend engineer, leveraged a Promise driven HTTP client for Node.js, axios, to request data from multiple sources, and normalize said data to be served to the frontend.

Color Crash | *(JavaScript, HTML5, CSS)*

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

- Launched a game written in Javascript and designed with physics emulation logic in mind. Reviewed physics, trigonometry, and calculus principles to mimic realistic movement for and gravity applied to a bouncing ball object.
- Animated using Canvas.js, players attempt to project a ball across a city in order to score based on distance traveled. Distance is calculated in real-time using a formula derived from game data like travel time and velocity.
- Followed the directives of Object Oriented Programming to allow distinct objects in the game to affect play, enabled by object collision logic.

EXPERIENCE

Logistics Coordinator

[HMS Productions LLC](#)

Apr 2017 - Feb 2020

- Managed \$3,000,000 of inventory dispersed across depositories on the west coast, with a quarterly objective of \$1,000,00 of inventory shipped.
- Connected with vendors, customers, and warehouse employees to facilitate and service product orders from inception to ship date. Communicated with supply chain vendors to arrange both arriving and departing shipments.
- Prioritized orders based on data extrapolated from the company database using Excel VBA and macros.

Paralegal Intern

[Law Office of Timothy K. Wong Esq., C.P.A.](#)

Jan 2013 - Mar 2014

- Drafted and proof-read various legal documents, specializing in real estate purchase contracts. Communicated with clients and other attorneys when amendments or revisions were required.
- Attended trials, court appearances, and real-estate closings with an attorney to provide necessary assistance.

EDUCATION

[Rochester Institute of Technology](#) - BS Economics, 2009 - 2011

[App Academy](#) - 16-week Web Development Course, 2020