

Jamie An

925-586-9832 | jamie.an.1996@gmail.com | github.com/HowDidIGitHere | howdidigitere.github.io/personal

TECHNICAL SKILLS

JavaScript, Ruby, Python, HTML/CSS, React, Redux, Mongoose, Node.js, Ruby on Rails, Git, Webpack, Canvas, PostgreSQL, MongoDB

SOFTWARE ENGINEERING PROJECTS

Code-op | (Javascript, React, Redux, Express, Node.js, Mongoose, MongoDB)

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

Project collaboration and management application that allows users to create their own and participate in others' projects.

- Established a scalable backend that follows the MVC pattern with a reusable CRUD service layer for ease of maintainability.
- Represented user markdown input as UML diagrams by-way-of Mermaid.js library integrations.
- Designed a system of loaders to partition the Node.js startup process into testable modules to simplify TDD.
- Utilized Axios to both secure HTTP requests against CSRF/XSRF attacks and parse through API responses to transform data into readable JSON.
- Protected web server from SQL injection and DoS attacks by sanitizing NoSQL queries and throttling excessive client requests in Express middleware.

Peroos | (Javascript, React, Redux, Ruby on Rails, PostgreSQL)

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

A clone of the popular social media site Reddit.

- Developed single page application by leveraging React component structure and client-side routing to render relevant data onto the DOM, dependent on URL parameters.
- Used Active Model to represent users, communities, posts, and feed information and persisted data to PostgreSQL with Active Record CRUD endpoints.
- Employed Redux to establish a lightweight store that persists reusable data, and serves as the single source of truth in organizing each React component's state within SPA.
- Limited redundant requests to the database by validating forms and user authorization on the client side prior to making AJAX requests.

Duck Hunt | (Javascript, HTML, CSS, Canvas, Webpack)

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

A recreation of the iconic NES video game Duck Hunt.

- Rendered game view to browser with Canvas API and produced a seamless gaming experience by capping the frame rate to 30fps, ensuring a smooth and consistent refresh rate.
- Implemented debounce system for smooth transition between animation frames.
- Configured two dimensional collision detection logic to maintain correct positioning of moving objects and proper hit-testing on user input.

PROFESSIONAL EXPERIENCE

Administrative Assistant

Concord, CA

Monument Auto Masters

July 2012 - May 2014

- Streamlined customer-to-engineer appointment scheduling procedure with Appointy, creating a more user-friendly customer service experience, which resulted in a 20% increase in customer retention year-over-year.
- Restructured inventory management system and integrated inFlow software, reducing repair intervals by a factor of 2.
- Engaged with approximately 60 unique clients prior to and after consultations to record customer satisfaction and evaluate employee performance.

Monument Crisis Center

Concord, CA

Volunteer

September 2016 - December 2017

- Prepared 50 meals-to-go daily, for food-insecure families throughout Contra Costa County.
- Provided daycare services for dozens of children during community English language courses for low-income households.
- Led training for 20+ new volunteers on proper sanitation and food handling protocols.

EDUCATION

App Academy - Immersive software development course with focus on full stack web development

2021

University of California, Davis - BA – Economics

2017 - 2020

Udacity Full Stack Nanodegree - Software engineer mentorship program centered on the principles of building web apps

2018