

Amanda Chen

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[Portfolio](#)

[LinkedIn](#)

[Github](#)

Los Angeles, CA

SKILLS

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

PROJECTS

Welp

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

A full stack clone of Yelp built using React / Redux, Rails 5, Ruby, and Postgresql

- Employed Ruby on Rails, applying ActiveRecord models and controllers for Users, Businesses, and Reviews to store data and query the database to pass relevant data to the frontend to maximize efficiency of fetches
- Utilized Ajax to make RESTful API calls, fetch data from the backend through JSON Jbuilder and render on the frontend, allowing users to search for businesses based on queries or filters
- Implemented map feature using Google Map API to display markers representing businesses based on the user's search queries or filters

Flip Up

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

A flashcard-creating and studying game app built using React / Redux, MongoDB, Express, and Node.js

- Led a team of 3 engineers, verifying the completion of goals by specific deadlines and adopting proper git workflow standards to minimize potential merge conflicts
- Applied React and Redux to create the proper components and modify the state accordingly, providing users with CRUD functionality for both flashcards and friends, allowing for real-time status updates from users
- Deployed and utilized MongoDB to store user and flashcard data and to allow for increased scalability
- Employed validators in the frontend for user input associated with creating accounts or flashcards in order to prevent faulty data from being saved to the database

Kitten' Around

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

A 2-D platform game built using vanilla JavaScript, HTML, and CSS

- Implemented a system using collision detection, gravity functions, and documentEventListeners to calculate and allow for player and enemy movement and to check for game end
- Employed vanilla JavaScript to position elements and draw game graphics and HTML5 Canvas as a container to render graphics to the player
- Utilized HTML and CSS flexbox in order to make game canvas scalable and flexible based on player screen size

EXPERIENCE

Ernst & Young, Assurance Intern

June 2021 - August 2021

- Collaborated with management to calculate and update the analytical review of income statement accounts

Levitt & Rosenblum, CPAs, Accountant Assistant

December 2019 - April 2021

- Solved firm-wide issue of linking Excel to Word for financial statements, increasing efficiency by 25%
- Corrected financial statements to meet new audit standards and modified them for quality control audits

EDUCATION

App Academy

October 2021 - February 2022

1000-hour immersive full stack web development course with <3% acceptance rate

University of California, Los Angeles

September 2018 - September 2021

Bachelor of Economics, Minor in Accounting