# Brian Nguyen

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## Skills
**React, Redux, Javascript, Express, Node, Ruby on Rails, MongoDB, PostgreSQL, HTML5, CSS3, AJAX, Git, jQuery, Heroku,  Webpack**

## Experience
**GaoTek**                                                                                                              **Aug *2021 – Nov 2021***
*Software Developer Intern | Remote*
- Craft introduction summaries for an upwards of 20 TekTube videos a week, which cover a wide range of topics within the technology field.
- Improve search engine optimization by writing search queries to increase visibility for GaoTek products.

**Levi's**                                                                                                                   ***Sep 2018 – Jul 2019***
*Sales Associate | New York, NY*
- Provided exceptional customer service to an upwards of 50 customers daily by answering any inquiries or assisting to meet their personal styling needs.
- Displayed efficient teamwork and communication with co-workers to ensure business was running productively.
- Assisted a heavy traffic store in meeting planned sales goals that exceeded tens of thousands daily.
- Efficiently processed cash and credit payments for in-store purchases.

## Projects
**Stack Overload -** React / Rails / Redux / Javascript (ES6) / Ruby / HTML / SCSS / Webpack          Live Site | Github
*A full-stack single-page application inspired by Stack Overflow where users can ask, answer, and vote on questions.*
- Applied CSS styling with Flexbox, Grid Layout, and media queries for a clean and responsive UI design.
- Utilized React Quill library within front-end components for a fluid and extensive text editing experience when users create questions or answers.
- Established a seamless and secure user authentication process by utilizing Active Record, BCrypt, and React-Router Higher Order Components.
- Employed Rails associations and custom SQL queries to check back-end for voting scores belong to a question or answer.

**TypeTempo -** Javascript / HTML5 / CSS3 / Webpack                                                          Live Site | Github
*A typing game that calculates how fast a user can type various text snippets.*
- Deployed lightweight vanilla Javascript logic to create game logic such as timer function and words per minute (WPM) calculation.
- Employed Webpack and Babel to allow for a consistent experience across all browsers.
- Designed overall game layout, menus, and color scheme using CSS3 and HTML5.

**Deception -** React / Redux / Javascript / MongoDB / Express / Node.js / HTML / CSS                  Live Site | Github
*An online adaptation of the popular board game Deception: Murder In Hong Kong.*
- Collaborated with a team of four by using Git pull and push requests in order to save changes onto the master branch while avoiding merge conflicts.
- Acted as an intermediary between frontend and backend to ensure proper functionality between components.
- Utilized websockets to allow simultaneous play between multiple players on different browsers.

## Education
**App Academy | New York, NY**                                                                                                         **2020**
*1000+ hour extensive full-stack web development program focused on Ruby on Rails and Javascript with 3% acceptance rate.*

**LaGuardia Community College | Long Island City, NY**                                                              **2014 - 2017**
*Associate of Science in Business Administration, Dean's List*