KACY PHAN

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SKILLS

Languages - JavaScript, Python, & Markup languages: HTML, CSS
Libraries & Frameworks - Bulma, Django, Material UI, MongoDB, Express, React, Node, REST API
Database - PostgreSQL, MySQL, Sequelize (ORM), MongoDB, Mongoose (ODM)
Tools - Cloudinary, Git, Heroku, Jupyter Notebook, Netlify, Postman, Selenium, Stripe, Visual Studio

TECHNICAL PROJECTS

RxReMinder
August 2023 -August 2023
· Built a dose-tracking system that allows users to track when users take their medication & provides a tracking record of their medication
· Created a notification system that reminds users to take their medication and provides users with information about their medication
· Created a user authentication system that secures user information and provides access to the application and its resources with JSON Web Tokens (JWT) using Express.js and Passport.js for server-side authentication, and next.js for client-side authentication.

InstaVerse
July 2023 - July 2023
· Designed and developed a photo social media application with MERN that allows users to view, like, and comment on other users' photos
· Reduced time to create a social media posts by 23%, by creating an Entity-Relationship Diagram (ERD) to document the relationship between the user, post, comment, follower, following model in the database Increased user engagement by 55% by incorporating live functionalities such as push notifications and chat messaging.

EXPERIENCE

Full Stack Engineer, Internship
Outlier Database, LLC   September 2023- Present
· Developed logic and wireframes for new features on Mira.
· Created a dark mode theme feature using Material UI.
· Held frequent stand-ups with developer team to discuss and plan backend logic new features, increase the number of features by 33%.
· Built a MERN app with 500 users subscribed to through Stripe before marketing.
· Improved user workflow by 20% by increasing loading speed and optimizing front-end components.
· Create statistics analysis using chartJs for end user to increase performance.

Game Tester
PlaytestCloud   October 2018 - Present
· Maintained quality standards for IOS and Android games by testing for logic errors, gameplay bugs, and performance issues.
· Reduced bug reports by 30% by catching bugs and glitches early, public release.
· Test different levels and features, up to level 100, for IOS and Google Play using Apple and Android devices.

Full Stack Engineer, Fellowship
General Assembly   February 2023 - August 2023
· Built a full-stack application that aggregates data from multiple sources and computes metrics based on the data, utilizing the MERN stack (Mongo, Express, React, Node), leveraging RESTful API fetch calls to an Express, Node.js backend for seamless CRUD operations.
· Improved the functionality of the react components on the front end of the site, by working with other developers to enhance the site's performance and aesthetics, which resulted in a 10% decrease in load time and a 20% increase in overall satisfaction.
· Wrote unit and integration tests increasing code coverage from 84% to 91%, ensuring reliable and bug-free code for the application.

CERTIFICATIONS

Software Engineer Immersive Certificate
General Assembly · 2023

EDUCATION

Psychology
California State University · Fullerton, CA · 2021