Monica Liang Zheng
Full-Stack Software Engineer

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SKILLS

JavaScript, React, Redux, HTML, CSS, SASS, Ruby, Ruby on Rails, Mongoose, MongoDB, Node.js, Express.js, SQL, SQLite3, PostgreSQL, Webpack, jQuery, Git, Heroku, Amazon Web Services (AWS)

PROJECTS

Keytsy | *A full-stack clone of Etsy, an e-commerce website where the majority of the products sold are made by the merchant themselves.*

Technologies used: *React/Redux, Ruby on Rails, Webpack, Heroku, AWS, CSS*   **live | github**

- Created modals for User login/sign up with React to improve the user's experience by allowing the user to still explore the website without having to reload a new page.
- Built a CRUD cycle for both the user's reviews and cart items, allowing the UI/UX to be enhanced with dynamic actions such as creating, updating, and deleting their own reviews.
- Customized AJAX calls to reduce time complexity for loading products, resulting in greater app performance.
- Enforced a more secure website by incorporating AWS for product images, also improving product images load time by over 50% overall.

OkCroissant | *A full-stack (MERN) bread marketplace where bread lovers can receive bread recommendations from all over the world based on their personal taste.*

Technologies used: *Mongoose, MongoDB, React/Redux, JavaScript, Webpack, SASS, Express*   **live | github**

- Devised a custom axios call to MongoDB backend on the bread resource that optimized retrieval of a user's bread profile matches for a smooth user experience by displaying a real-time change to the user's bread profile matches.
- Made a carousel with React that re-renders every time the user creates or edits their bread profile to expand the user's experience by being able to visualize all the different breads that match their profile after each change.
- Collaborated in constructing the users authentication backend to ensure seamless UI/UX login/sign up experience and error handling.

Shooting Range | *An interactive first-person shooter simulator to help players improve their aiming skills.*

Technologies used: *JavaScript, CSS, HTML Canvas, Webpack*   **live | github**

- Designed a Javascript function that senses a User's mouse movements based on movementX and movementY, moving the target bubbles accordingly to simulate an experience similar to a first-person shooter game.
- Constructed a modal utilizing HTML5 and CSS to boost performance for UI/UX, granting the user access to the game immediately after exiting the modal without re-rendering.
- Implemented a shallow database by utilizing HTML5's local storage to retrieve the user's all-time high score, thus boosting the user's experience.

EXPERIENCE

Head Dental Assistant (Jan 2019 - Jul 2020)
Dental Assistant (Jul 2018 - Dec 2018)

Carnegie Dental   Jul 2018 - July 2020

- Led and trained new Dental Assistants by introducing them on how to assist during procedures, manage office stock, helping the front desk with insurance, and much more.
- Managed frontend and backend inventory that helped the office save 5% financially compared to previous years.
- Restructured the office's patients file system to be all virtual, reducing the chances of losing important documentation drastically and increasing overall productivity.
- Integrated emails with patient dental recalls, increasing the office's overall sales by 10% and patient recall.

EDUCATION

AppAcademy - *Highly selective program web development program with a 3% acceptance rate.* Oct 2020 - Feb 2021
Queens College - *Major in Biology - completed 100 out of 120 credits. Aug 2015 - Jun* 2019