

Rocky Yang

Web Developer / Software Engineer



I'm a self-motivated programmer with an innovative mindset. I'm always looking forward to any challenge. I'm an enthusiastic teammate with high integrity. I deliver high-quality code in my projects. I'm not afraid of decision making, am collaborative, am resourceful, possess excellent communication with my teammates, and utilize my knowledge to produce creative ideas to showcase my skillset and vision as a Web Developer.

✉ yangrocky2013@gmail.com

📍 Minneapolis - Saint Paul, MN, USA

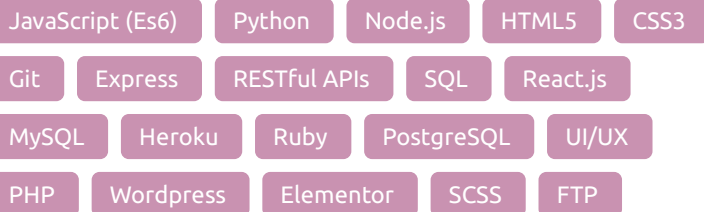
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SKILLS



PERSONAL PROJECTS

Pokechampions

- (JavaScript, React, HTML, CSS, Python, Flask, SQLAlchemy, PSQL, Postgres)
- An application that allows the you to challenge the Kanto League with your favorite Pokemon.
- [Github](#)
- Established user ability to perform CRUD operations by incorporating Flask and SQLAlchemy to connect the database with the back-end, which allowed the user to send fetch requests.
- Deployed a merge sort algorithm to fetch all the pokemon details from an API reducing previous time complexity of $O(n^2)$ to $O(n\log n)$.

C.A.R.L.

- (JavaScript, React, HTML, CSS, PostgreSQL, Sequelize, Express, PUG, Test Driven Development, Unit Testing)
- CARL is a work-flow application to help users organize their tasks. Tasks can be assigned to specific projects where they can be organized into categories.
- [Github](#)
- Utilized CSS and PUG to create modals by having the user trigger a JavaScript event that will convert the display attribute of the modal element from 'none' to 'block', which will allow for a cleaner UI/UX by not having the user redirect.
- Established the ability to connect to the database and maintain event handlers by utilizing Express and Sequelize on the backend and PUG on the frontend, which allowed users to perform CRUD operations.

Chess

- (JavaScript, React, HTML, CSS, Express, Websockets)
- Chess is a two-player strategy board game that is played on an 8 x 8 checker-patterned game-board with 64 total squares.
- [Github](#)
- Designed a player simulator by having an A.I. function call the movability function after the user has moved to allow the user to have a 1 v 1 matchup.
- Implemented websockets by utilizing express and react to have the front-end message the back-end to update the game-board which allowed two users to play each other in real time.

WORK EXPERIENCE

Web Developer Curiosity Marketing Group

06/2021 - Present

Remote

A digital marketing company that helps people/companies harness technology for effective marketing to create compelling stories.

Achievements/Tasks

- Work with a variety of different languages, platforms, frameworks, and content management systems such as JavaScript, FinalSite, CSS, HTML, PHP, and WordPress.
- Write modern, performant, and maintainable code for a diverse group of clients and internal projects.
- Communicate with a team of developers, designers, and project managers on a daily basis.

Software Engineer Apprentice App Academy

12/2020 - 06/2021

Remote

A Full-Stack Web Development Coding Bootcamp

Achievements/Tasks

- Conducts technical screens of coding bootcamp applicants and assesses algorithmic aptitude in various languages, including JavaScript, Ruby, and Python.
- Connect with fellow engineers and come up with solutions to improve assessing the abilities of potential candidates.

EDUCATION

Full Stack Web Development App Academy

03/2020 - 09/2020

Online

Description

- Rigorous 1800-hour software development course with < 3% acceptance rate.
- Teaches full-stack web development: Pair Programming, Unit Testing, Algorithms, Design Patterns, Redux, Docker, Web Sockets, Presentation Skills, Software Engineering, Software Development, Coding, and Data Structures.