# STEVEN TRAN

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## SKILLS
**Ruby on Rails, AWS, React, Redux, PostgreSQL, Ruby, Javascript, HTML, CSS, RESTful API**

## PROJECTS

**Facebook Clone (Faybuk )** (React.js, Redux, Rails 5, Ruby, AWS, PostgreSQL)                    live|github
*A pixel-perfect replica of social media app Facebook*
- Utilized RESTful authentication by encrypting passwords with BCrypt and generating and caching session tokens
- Connected API to AWS S3, optimizing images for upload and rendering time to allow users to upload profile and post photos
- Optimized backend routes and shape of front-end state to minimize load-time for process-heavy user experience by eager-loading associations, allowing posts and comments to be rendered almost instantly
- Optimized SQL queries for API routes to load data more efficiently for the frontend to minimize load times. Model frontend state to cache backend data to reduce unnecessary roundtrips
- Implemented MVC architecture with Polymorphic model association for likes on posts and comments, reducing number of required tables

**You Choose** (MongoDB, Express.js, React, Node.js, Yelp API)                    live|github
*A web application that randomizes and chooses a place to eat using Yelp API*
- Created a RESTful API web service wrapping Yelp's API to retrieve specialized restaurant data, following modern api best practices
- Designed a spinning wheel with HTML5 Canvas for maximum performance that interacts with the You Choose API to produce a list of random restaurants based on cuisines
- Passed appropriate slices of redux state to components in order to avoid additional queries and render features for users by utilizing mapStateToProps.

**HTML Game (8 Ball Pool)** (HTML, HTML Canvas, Javascript, CSS)                    live|github
*A classic 8 Ball Pool game created using HTML Canvas*
- Developed custom movement, force, and collision function using HTML5 Canvas to provide a physics engine that allows for balls to realistically and intuitively interact with each other and environment
- Decrease graphic rendering lag through use of HTML5 Canvas and requestAnimationFrame, resulting in more realistic gaming experiencing
- Utilized sprites and HTML5 Canvas to render Pool Table, Balls, and Cue Stick

## EXPERIENCE

**Technical Product Analyst II**
*Facebook (via Accenture)*                                                      Feb 2019 - Feb 2021
- Served as first-line of technical support for data-focused products for Measurement Products Team (Ads Manager, Events Manager, Facebook Pixel, Page/Audience Insights, Facebook Analytics), handling 20k+ tickets (25% of team volume) while maintaining a 98% QA score
- Discerned product confusion or bugs, identified solutions and advised sales team advertisers to reach desired outcomes by providing resources or workarounds
- Partnered with product specialists and software engineers to identify recurring trends of advertising bugs and business product confusion and provided analysis and reports
- Streamlined and documented advertisers support content across multiple stakeholders to reduce product confusion and minimize revenue impact and updated internal wikis to reduce employee knowledge gap.

## EDUCATION

**App Academy - 2021 |** 1000+ hour 16 week fully immersive full stack web development bootcamp
**California State University, East Bay - 2016 - 2018 |** B.S Business Administration & Marketing Management