

Sergio Medina

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[LinkedIn](#)

[GitHub](#)

[Portfolio](#)

Los Angeles, CA

SKILLS

JavaScript, React, Redux, AWS, HTML5, CSS, Ruby, Ruby on Rails, Mongoose, MongoDB, Node, Express.js, SQL, SQLite3, PostgreSQL, Webpack, jQuery, Git, Heroku, Python, Java, Application Design, Software Design

PROJECTS

My__Yelp | *HTML, React.js, Redux, Ruby, Javascript, Postgres*

[Live Site](#) | [Github](#)

Discover a new coffee shop or your next favorite restaurant with user tailored reviews.

- Utilized Rails relational database with Yelp businesses & reviews to code and prevent unnecessary AJAX calls to make the app faster.
- Engineered a Search feature that queries across all tables to give the user complete control with their search experience.
- Designed an intelligent review(s)/5 star system(<div>) that self-updates with the correct average after every new business review submission to deliver a user experience that is current.

Dominos - Capicua SLAM! | *ReactJS, MongoDB, Mongoose, Konva, Express, node.js, HTML5, Javascript*

[Live Site](#) | [Github](#)

Online multiplayer game of Dominos with a twist!

- Managed a team of 3 software engineers and led daily operations with Agile consciousness to ensure high-quality collaboration and deployment of our product.
- While building the 2 player (Human vs Human) code, we proactively included a technical strategy to receive the AI player code base before the AI was created to minimize future refactoring.
- Designed a function with the intelligence to be able to render & manipulate a domino play-piece at the appropriate orientation to decrease the total file size at start up by making one *.svg graphic versatile.
- Crafted a 'join/create server' page that handles all the phases from join/create -> lobby -> start game in one versatile component to minimize file(s) clutter and enhance the UI/UX with one magic page.

Aliens and Humans Simulator | *HTML5, canvas, JS*

[Live Site](#) | [Github](#)

Click to build in this empire style game. Build the wrong empire and the aliens will turn humanity into chickens.

- Utilized Object Oriented Programming to organize gameplay features & sprites to deliver an easy to follow index.js for code connoisseurs.
- Prevented the cpu from loading and parsing sprites at a given coordinate by designing a metadata hash { } to save player 'state' to conserve cpu resources and encourage progressive gameplay.

EXPERIENCE

Technical Support Specialist

ClickUp, August 2021 - July 2023

- Tested the health of ClickUp API endpoints to ensure customer satisfaction.
- Triaged bugs in ClickUp and escalated software regressions to appropriate teams.
- Navigated customer relationships through email to maintain monthly recurring revenue consistent.
- Logged bugs with their steps and associated HAR files to communicate with the Engineering team.

Freelance Web Developer

Self, March 2021 - current

- Engineered a backend store and product(s) inventory into categories to promote strategic sales for a flower shop website.
- Adopted a codebase for a literature brand to compile, build and host their site on iPage.
- Cloned a website for a music academy to then integrate React to deliver a more exciting UX for their students.

EDUCATION

App Academy - Immersive software development course with focus on full stack web development and with < 3% acceptance rate (Fall 2020)

Cuesta College - (2018 - 2020) **Relevant Coursework:** Intro to Computer Science, Fundamentals of CS I, II, III, Microcomputer Architecture and Programming, Discrete Structures, iOS Development, Android Development.

University California @ Santa Cruz - BS - *Philosophy* (Spring 2009)