### Social media application inspired by Tumblr with a role-playing game theme

- Built variety of modals for CRUD actions involving posts, reblogs, follows, and likes to enhance user experience and • display significantly more information without cluttering screen.
- Stored uploaded images, video, and audio using AWS S3 and paperclip gem to facilitate faster uploading times.
- Leverage polymorphic associations within Rails models to keep code and database DRY and improve scalability.

## Mastery | (MERN Stack, AWS S3, React)

Social media application tracking skill-based personal growth and facilitating social interaction based on tasks

- Designed modal system for front-end user authentication that decrypted information sent from backend using • JWT-Decode library to ensure safe and secure authentication.
- Developed social feed using React that allows user interaction and exploration with profiles they follow while maintaining integrity as single-page application.
- Used SCSS and webkit to provide responsive front-end environment to enhance user experience.

## Actual Cannibal Shia Labeouf | (Javascript, Canvas, HTML5)

## JavaScript game inspired by the Actual Cannibal Shia Labeouf tabletop system

- Developed dynamically rendering screen display in Canvas to allow increasingly expansive levels without decreasing resolution or increasing size of canvas element.
- Optimized collision logic to ensure smooth movement of player sprite around tile-based mapping system.
- Generated levels dynamically and varied game difficulty to increase replayability to keep game challenging.

## **EDUCATION**

AppAcademy - Highly selective program web development program with a 3% acceptance rate. 2020

## **SKILLS**

Javascript, Python, React, React Hooks, Redux, HTML, CSS, Ruby, Ruby on Rails, Mongoose, MongoDB, Node.js, Express.js, SQL, SQLite3, PostgreSQL, Sequelize, Flask, SQLAlchemy, Pug, Webpack, jQuery, Git, Heroku, Typescript

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## **EXPERIENCE**

Junior Instructional Assistant, App Academy Online, remote

San Francisco. CA

- Taught full spectrum of software development curriculum, including SQL, ORMs (Sequelize), Express, and user authentication to student online cohorts of 45+.
- Guided individual students through delivery of first and final projects using either React/Redux or Pug templating, Express or Flask, and Postgres; tracked progress to ensure proper pacing and feature completeness.
- Created supplementary technical documentation and tutorials regarding polymorphic associations to be adopted by instructional department.

### Software QA Automation Engineer/Tester, Employee Channel Inc, San Francisco, CA Sep 2014 - Dec 2019

925-640-4207

- Created and maintained test plan system for human resources application based upon use cases, UI wireframes, • and API specs.
- Led transition to automated testing via AppVance, allowing team to maintain 8:1 dev-to-ga ratio.
- Executed test plans and test cases as primary tester for IPR and MVP releases of mobile and cloud-based apps.
- Collaborated with team of 16 engineers to ensure app integrity across wide range of devices, platforms, and GDPR compliant set-ups before, during, and after regular releases.
- Trained team of 3 QA Interns in company-standard test plan creation and management.

## PROJECTS

live | aithub

live | github

# Oct 2020 - Nov 2021

# Christopher Oney

l inkedIn

Github