

John Senar

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Education

University of California San Diego

Computer Science B.S.
Sept 2013 - Dec 2017
Overall GPA: 3.4

Skills

Languages: JavaScript, Ruby, Python, Java, HTML, CSS, SQL

Tools & Frameworks: React, Redux, Jest, RSpec, Rails, Node.js, Bootstrap

Work Experience

Software Engineer – HP Inc.

July 2018 – Present

- Full Stack Web Developer for Instant Ink, HP's highest growth segment across the organization
- Develops front-end and back-end components for subscription pre-enrollment (landing pages and signup flows)
- Contributed to an exponential increase in millions of Instant Ink subscriptions year over year since 2018
- Decomposed front-end code for Landing Pages and Signup flows from monolithic Ruby on Rails App
- Created separate React JS Single Page Apps to reduce Rails server rendering and improve page load times by 50%
- Simplified API endpoints in Rails to support shareable front-end React components
- Implemented shareable shipping address form in order to support over 22 locales globally
- Manages front-end state management and data fetching with Redux, Axios, and React Hooks
- Worked with design team to help create and implement design system and style guide for HP Instant Ink
- Created and configured Jenkins jobs for automated deployment and testing for multiple front-end projects

Server Engineer Intern – WRKSHP (Game Developer)

June 2017 - September 2017

- Fixed critical server bugs leading up to launch of Beat Fever in July 2017, achieving 2 million installs in 2 weeks
- Developed and maintained Ruby on Rails servers for mobile massively multiplayer online (MMO) games
- Built new features into Ruby on Rails support web application such as support code creation, in-game popup creation, and user upgrade purchases with in-game currency
- Wrote Ruby scripts to help with game server analytics, helping reduce stored user data up to 20%
- Integrated Beat Fever related browser game with Facebook Instant Games and Facebook Graph API
- Wrote API functions to store leaderboards in Redis for browser game

Web Developer Intern – ZitoVault (IoT Cybersecurity)

May 2016 - October 2016

- Developed frontend for web and hybrid mobile app demo using AngularJS and Ionic Framework
- Updated backend Python Django endpoints for web and hybrid mobile application
- Created PHP developer portal to dynamically display router data and highlight blacklisted IP addresses

Projects

A.I.bum (node.js)

January 2017 - March 2017

- Used AJAX to call Microsoft Cognitive Services API's to tag photos based on content and face ID
- Implemented filter system in JavaScript to enable users to search for photos based on input tags
- Developed backend storage and NoSQL database with Firebase to store uploaded photos with tags

Alpha Phi Omega Website - aporhopi.org (Ruby on Rails)

June 2016 – May 2017

- Website maintenance and feature additions for community service organization's website at UCSD
- Updated Rails ActiveRecord and User Interface to implement improvements for tracking user attendance at events
- Created a responsive event calendar to improve user experience on mobile devices

Relevant Coursework: Advanced Software Engineering, Human Computer Interaction Design, Web Client Languages, Advanced Data Structures, Database System Principles