Louisa Johnston

Full-Stack Developer

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Skills

Tech Stack | AWS, C#, CSS3, EJS, Express.js, HTML5, *JavaScript*, MongoDB, Mongoose, MySQL, Next.js, Node.js, **PostgreSQL**, Python, Public APIs, *React*, Redux, Redux Thunk, Sequelize, SQL, Socket.IO, and TypeScript

Other Skills | Adobe Creative Suite, Canva, Cargo, *Figma*, GitHub, Google Analytics, *Heroku*, NationBuilder, Netlify, *Next.js*, Postman, Pygame, Squarespace, Trello, Vercel, WordPress,

Projects

Chatterbox *(github.com/LouisaJohnston/Chatterbox)*   08/2021
Express.js, Node.js, PostgreSQL, React, Redux, Redux Thunk, Socket.IO, and JavaScript
- Contributed to a full-stack, real-time, event-based web messenger application built with Socket.IO
- Created React components to render information pertaining to authorized user conversations and managed state using React Redux and Redux Thunk to optimize performance
- Improved the efficiency of retrieving PostgreSQL data by minimizing requests to the server, in addition to closing security vulnerabilities related to user authentication and Socket.IO event emission

Bot Noggle *(github.com/LouisaJohnston/botNoggle)*   04/2021
Pygame, Python
- Built a version of Boggle using Python and Pygame to render a 4x4 grid out of a two-dimensional array of randomized letters corresponding to the real Boggle dice
- Inserted dictionary information into a trie data structure to optimize the project's time complexity

Flick Picks *(github.com/LouisaJohnston/Flick_Picks)*   03/2021
Axios, CSS3, EJS, Express.js, HTML5, Node.js, PostgreSQL, and JavaScript
- Created a web app allowing users to save movies from a third-party API to personal lists using PostgreSQL

Work Experience

Full-Stack Developer (Volunteer)   08/2021 - Present
Generate Good   *Remote*
- Develops supplemental features for the company's web platform using AWS, C#, JavaScript, Next.js, MySQL, React, and TypeScript according to the UX/UI outlined in Figma prototypes
- Works within the existing app architecture to ensure functionality and efficiency as well as recommend improvements as needed

Software Engineering Teaching Assistant (Part-Time)   08/2021 - Present
General Assembly   *Remote*
- Supports software engineering students with drop-in debugging assistance
- Tutors students with 1:1 learning support to explain processes and review concepts taught in class

Marketing & Communications Coordinator (Part-Time)   07/2020 - 01/2021
The Tucker Foundation   *Remote*
- Took ownership of the foundation's WordPress site and streamlined it according to both platform and SEO best practices

Marketing & Communications Coordinator   09/2018 - 07/2019
The People Concern   *Los Angeles, CA*
- Built a Squarespace site designed to compile resources for individuals experiencing homelessness and optimized for mobile through custom CSS to improve accessibility
- Expanded monthly social media engagement by over 300% in eight months, using an analytics rubric weighted to favor interactions most likely to convert into donations

Communications Intern   03/2018 - 08/2018
Levitt Foundation   *Los Angeles, CA*
- Created fifteen websites for grantees using NationBuilder while providing HTML/CSS support and writing over 200 artist biographies
- Authored eight original pieces for the foundation's national blog covering music and public arts access

Education

General Assembly, San Francisco, CA   01/2021 - 04/2021
    Immersive software engineering program focused on creating full-stack applications through project development

Occidental College, Los Angeles, CA   09/2013 - 05/2018
    Bachelor of Arts: Focus in Psychology; Double-Minor in Media Arts & Culture and Interdisciplinary Writing