

# JOHN FENG

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[GITHUB](#)

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## SKILLS

Javascript, React.js, Ruby on Rails, HTML5, CSS, SASS, Redux, SQL, AJAX, Axios, MongoDB, Express, Node.js

## PROJECTS

**READISCOVER** (Ruby on Rails, React.js, Postgresql, HTML5, SCSS)

[live](#) | [github](#)

*A Goodreads clone utilizing various technologies to allow users to review books and shelve them into their own categories.*

- Incorporated backend CRUD operations using Rails to allow users to add reviews to books, or add books to shelves.
- Implemented a custom search bar using redux by passing down books in state and filtering based on user input.
- Integrated React to create frontend components allowing users to interface with the application on a single-page.
- Employed media queries to create a dynamic and responsive website design that scales for devices of all sizes.

**TAGALONGS** (MongoDB, Express, React.js, Node.js, Google Maps API, HTML5, SCSS)

[live](#) | [github](#)

*A companionship request app focused on providing safety and fellowship to individuals that need it.*

- Engineered front-end components using React and back-end models using Mongoose to create CRUD operations for user authentication and request creation.
- Implemented user profiles containing a history of requests to create a personal connection with the user.
- Worked with a team and utilized separate git branches to work on different components simultaneously while creating and reviewing pull requests when a feature or change was completed minimizing any potential merge conflicts.

**ARRAY MATCH** (Javascript, HTML5, CSS, Canvas API)

[live](#) | [github](#)

*An educational puzzle game surrounding arrays and methods where players manipulate a board by combining cards.*

- Constructed the game board using Canvas API functions in order to render shapes and text to the player.
- Utilized Window.localStorage to cache the level the user was on upon refreshing or exiting the page, allowing the user to return and continue where they left off.
- Designed levels utilizing Javascript methods to educate and familiarize programming concepts to players regarding the manipulation of the data structure known as arrays.

## EXPERIENCE

**Case Manager / Litigation Specialist**

*CHH LAW, P.C.*

Sep 2016 - Jul 2021

- Managed 1000+ cases from varying areas of law, including civil litigation, personal injury, family, business, and criminal law.
- Oversaw and worked on 300+ of personal injury cases from client intake to settlement, including settlement negotiations for cases over \$100,000.00, avoiding litigation for over 95% of cases.
- Conducted work related to various aspects of the litigation process including propounding discovery, preparing discovery responses, drafting and responding to motions, and trial preparation.
- Mentored legal assistants through every aspect of a case from client intake to the discovery process for civil litigation, family law, and personal injury cases.
- Provided office-wide technical support related to computer or network issues, significantly reducing related expenditures.

**Census Enumerator**

*United States Census Bureau*

Apr 2016 - Jun 2016

- Conducted interviews with 100+ households in English and Mandarin to obtain important data for the census.
- Tested new technologies and methodologies for future implementations of the census.
- Educated families on the importance of the census which helped change the minds of initially hesitant participants.

## EDUCATION

**Full-stack Development Certificate** - App Academy | Jul 2021 - Oct 2021

**Bachelor of Arts, Political Science and Anthropology** - University of California, Irvine | Sep 2010 - Sep 2014