DARA ANYA

Full-Stack Web Developer

Independent Web Developer with experience in back-end and front-end for applications/websites using HTML/CSS, JavaScript, jQuery, Node.js, MySQL, React.js, Material-UI, MongoDB, Mongoose, Sequelize and other programming languages.



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https://www.linkedin.com/in/dara-anya/

https://github.com/dara-anya https://dara-anya.github.io/Professional-Portfolio/

Education

University of Texas at Austin Bachelor of Science in Neuroscience | Elements of Computing Certificate

Austin, TX Graduated May 2016

University of Texas at Austin - Houston Coding Boot Camp Full-Stack Web Development Certificate

Houston, TX Achieved May 2019

Projects

Who's Calling Me?

- A web application that calls APIs using Ajax and stores information in Firebase before displaying
- Enter a US phone number to determine its location and level of fraudulency
- Repository: https://github.com/mjgardner/project1 | App: https://mjgardner.github.io/project1/

Lebellum

- An e-commerce web application framework to organize the selling of merchandise. Powered by Node.js, Express, MySQL, Sequelized and Stripe Checkout. Deployed to Heroku using JawsDB
- Piece of Cake is a small business that follows the Lebellum framework. Select from a variety of cupcakes available for purchase
- Repository: https://github.com/dara-anya/Gangster_Squad | App: https://project2lebellum.herokuapp.com/

Work Experience

Resicom, Inc. Houston, TX **Office Assistant** May 2018 - present

- Organize and update project documentation (insurance, quotes, contracts, etc.) for over five projects
- Schedule, coordinate and attend project and bid meetings with subcontractors and the clients
- Managed a \$300,00 City of Houston Clearing and Grubbing project

Aspyr Media, Inc. Austin, TX **Quality Assurance/ Compatibility Tester** July 2016 - Feb. 2018

- Successfully shipped, created, managed and supervised test cases and certification sweeps to debug and evaluate the quality of two Triple-A game titles and four Triple-I game titles
- Ensured game functionality on different configurations of hardware and software
- Brainstormed and pitched ideas to Marketing and Production Teams to ensure games' success