

# Joanne Senoren

## CONTACT INFORMATION

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## TECHNICAL TOOLBOX

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### Frontend:

HTML5, CSS3,  
Javascript: ES5, ES6, JSX,  
Libraries: JQuery, React,  
Node,  
Express

### Data & Analytics:

SQL, Google Analytics,  
PostgreSQL  
Excel: Pivot Tables,  
VLOOKUP

### Version Control:

Git & Github

## EDUCATION

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**Loyola Marymount University**  
BA, Communication Studies  
2010

## OVERVIEW

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My passion lies in usability and client solutions. With my years of experience in digital strategy, I developed a strong understanding and desire for building optimized experiences. I possess demonstrated work in purposeful object-oriented programming, clean interface, and thorough data analysis. A habitual learner eager to constantly gain new knowledge, I am highly motivated in launching a career in software engineering.

## PROJECT HIGHLIGHTS

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**iScholars:** A learning management system for students and teachers.  
Built with: HTML5, CSS3, Javascript, Nodejs, Express, MongoDB, Heroku, Netlify, Figma, LucidChart

**PawPad:** A user-friendly intake platform for dog shelters.  
Built with: HTML5, CSS3, Javascript, Nodejs, Express, PostgreSQL, Cloudinary, Heroku

**Word Nerd:** A game app that streamlines lesson planning for teachers.  
Built with: HTML5, CSS3, Javascript, Nodejs, Express, PostgreSQL, Heroku

## RELEVANT EXPERIENCE

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**Thoughtful | Engineering Apprentice** 5/2019 - 3/2020

- Communicated and worked alongside senior engineers to follow industry best practices from wireframing to deploying multiple full-stack applications
- Applied learned technologies and languages to build and launch mobile-first applications that provide purposeful and useful solutions

**Korea Ministry of Education | English Teacher** 8/2015 - 8/2019

- Administered the national English curriculum to 700+ students on a weekly basis via lesson plans, materials, and lectures.
- Designed curriculum assessment for supplementary extra-curricular classes in public school of up to 16 students

**Swirl | Media Strategist** 10/2012 – 8/2015

- Define audience segments, in addition, to generate campaigns with budgets of up to \$2 million for Microsoft products across PCs, accessories and video games.
- Effectively established a “digital first” strategy to integrate new-to-market targeting technology for 10+ campaigns