

# Manfred Joa

AI Tester

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## Skills

**Frontend Web Technologies:** HTML, CSS, JavaScript, TypeScript, React, Redux, Tailwind CSS, UI component libraries

**Backend Technologies:** Node.js, Next.js, Python, Express, Flask, Django, JWT (JSON Web Token) Authentication

**API Design and Development:** designing and building RESTful APIs, Postman, DRF (Django REST Framework)

**Database Management:** MongoDB, Mongoose, PostgreSQL, Peewee

**Version Control System:** Git, GitHub, Git Workflows

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## Web Projects

June 2023 - September 2023

**You & Meme** - [GitHub Client Repository](#) | [GitHub Server Repository](#) | [Deployed App](#)

- Led team of 6 engineers to deploy a DR (Django, React) stack social media web application in 1 week on a cloud platform by delegating features, debugging, pair programming, and writing documentation and clean code
- Integrated an API and created a relational database using SQL and custom user with a one-to-one relationship with the Django User model, rendering a responsive and user-friendly design with posts, comments, and likes

**Wine About It** - [GitHub Client Repository](#) | [GitHub Server Repository](#) | [Deployed App](#)

- Collaborated with a team of 4 engineers as Code Owner to deploy a MERN (MongoDB, Express, React, Node) stack e-commerce web application using a NoSQL backend, while performing code review and resolving merge conflicts
- Implemented user registration, sign-in, favorites, and cart features by utilizing React, Redux, state management, Tailwind CSS, user interfaces/UI components, JWT Authentication, and local storage to enable storage of user data

**Hangman** - [GitHub Repository](#) | [Deployed App](#)

- Coded game logic utilizing HTML, CSS, Canvas, DOM manipulation, and JavaScript to design a frontend game
  - Debugged game without referencing code by using problem-solving skills, identifying sources of coding issues, and testing accordingly to ensure usability and correct rendering of win/lose scenarios and drawing of hangman
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## Professional Experience

**DataAnnotation**, AI Tester

Jan 2024 - Present

- Conduct comprehensive testing of AI models by evaluating their performance, accuracy, and reliability
- Optimize AI responses through prompt engineering, including complex and ambiguous prompts, to evaluate AI reasoning, problem-solving, truthfulness, ability to follow instructions, and edge-case handling
- Review, rate, and compare AI-generated responses, providing detailed written feedback to improve model quality

**General Assembly**, Software Engineering Fellow

June 2023 - September 2023

- Building technical competency in full stack web development and computer science through a three month immersive dedicated to thinking like engineers in order to build the next generation of web applications

**Michaels Stores**, Assistant Store Manager | Framing Manager

Aug 2019 - June 2023

- Executed daily operations and company initiatives through management of department managers, delegation, project management, compliance, and development of cross-functional teams achieved through cross training
  - Created weekly store schedule using 600+ budgeted hours to establish full coverage, while managing payroll daily
  - Exceeded custom framing sales goals during COVID, +30% Q4 2020 and FY 2022 +6% vs. company -2% by analyzing performance metrics and forecasting metrics to develop performance strategies to improve product sales
  - Prioritized developing customer relationships through personable customer service to create brand loyalty and utilized top-down selling techniques in selling value, resulting in store AUR \$150 vs. company AUR \$120
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## Education

**General Assembly**

*Software Engineering Immersive*

New York, New York

June 2023 - September 2023

**SUNY Purchase College**

*Bachelor of Arts in Arts Management, Magna Cum Laude*

Purchase, New York