DAVID YOON

FULLSTACK DEVELOPER

CONTACT

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SKILLS

React

Redux

Node.js

JavaScript

AWS Lambda/S3

Ruby on Rails

PostgreSQL

HTML5

CSS3/SASS/Material UI

EDUCATION

Web Development Certificate
App Academy | 2019

STEM Teacher Training
Carnegie Mellon | 2018

B.B.A Finance & Investments
Baruch College | 2009

EXPERIENCE

Full Stack Developer   November 2019 - Present
LineVision, Somerville, Massachusetts
- Create, test, and implement features on the client-facing portal, which has over 200 users, using React, Material UI, Node.js, PostgreSQL and AWS Lambda/Serverless.
- Work side-by-side with the development, data and product teams to take a feature all the way from conception and turning it into a finished product.
- Work with various visualization libraries, such as eCharts and Plotly, to compose intuitive charts handling very large datasets (>500,000 points).
- Work in an agile environment using collaborative software such as Trello and Slack.

Freelance Full Stack Developer   August 2019 - November 2019
New Mission Church, Flushing, New York
- Incorporated JSON Web Tokens and BCrypt to establish user authentication.
- Integrated the Tithe.ly app to enable member donations.
- Implemented role-based access control to allow access to certain functionalities for authorized users only.

PROJECTS

CAMPAWAY (React, Redux, Rails, PostgreSQL, SCSS)   **Live | Github**
A responsive full-stack single-page clone of Hipcamp
- Incorporated Rails and React/Redux to establish user authentication thereby enabling user account creation, login and logout functions.
- Utilized the Google Maps API to selectively filter camping spots by geolocation and render those spots located within the bounds of the map.
- Integrated AWS S3 to reduce server load when fetching user uploaded images.

TOGGLE (JavaScript, jQuery, Canvas, Firebase, CSS)   **Live | Github**
A retro-style platformer game inspired by Pacman
- Utilized JavaScript in conjunction with jQuery to build a physics engine that supports collision between the player and game objects and to manage movement patterns and gravity.
- Integrated Google Firebase to create a dynamic leaderboard.
- Incorporated HTML Canvas and animation frames to create a more realistic and smooth gaming experience by decreasing graphic rendering lag.