Wonkyu Lee / Frontend Developer

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LANGUAGES & TECHNOLOGIES

React, TypeScript, JavaScript, HTML5, CSS3, Tailwind, GSAP, Node.js, Next.js, Astro.js, GraphQL, Git, Prisma

PROFESSIONAL EXPERIENCE

The Boston Globe / Frontend Developer (contract) / globe.com/align   May 2025 - Present
Lead developer for all Games related development, primarily working on apps built with React.
- Own the development lifecycle for the Next.js app, *Align,* a word game with 4,000 daily active users.
- Engineered a standalone tournament version of *Align* in just 2 weeks to support an event with 300+ attendees.
- Overhauled a key drag-and-drop feature by rewriting its core logic and implementing GSAP animations.
- Achieved a 90% reduction in database calls by refactoring and caching useEffect fetch calls into custom hooks.
- Enhanced mobile responsiveness for over 66% of users by implementing a new dynamic CSS scaling system.
- Revised components' state architecture to streamline the flow of props and improve code readability.
- Represented Games' development in routine scrum stand-ups to align on key objectives with other stakeholders.

Notesmith / Founder, Full Stack Developer / notesmithbooks.com   January 2023 - August 2024
I created a DTC brand and JAM-stack app for customizable paper notebooks, from initial concept to launch.
- Designed and built the entire responsive frontend UI / UX, including 20+ pages and 25+ React components.
- Architected the entire back-end system using serverless Node functions and Firebase's realtime database.
- Implemented a new database strategy that reduced storage by 95% and improved client-side page load times.
- Improved page speed metrics by 50% by identifying redundancies and implementing async loading strategies.
- Built a custom checkout workflow using RESTful API's for real-time checkout, tax, and shipping calculations.

Unicorn Graphics / Web Developer (contract) / unicorngraphics.com   December 2020 - January 2023
I took a break from full-time work and provided development for my father's commercial printing company.
- Designed and built multiple marketing websites with headless CMS integrations (DatoCMS, Contentful, Sanity).
- Created a custom workflow in Monday.com's environment by utilizing their JavaScript SDK and React UI library.

Office Hours / Frontend Developer, Web Designer / officehours.com   August 2019 - December 2019
I worked for an early-stage start-up, leading the web design and frontend development for their MVP.
- Designed a component library and brand guide in Figma that established the framework for the app's design.
- Streamlined frontend development by establishing a design system to guarantee visual consistency.
- Developed key pages from Figma mockups, translating designs into a pixel-perfect frontend.
- Collaborated with a team of 3 developers to plan and execute on a rapid development timeline.

DomaHub / Co-founder, Frontend Developer / domahub.onrender.com   July 2016 - April 2019
I co-founded a platform for managing domain name portfolios, from initial concept to being acquired in 2019.
- Conceptualized, designed, and developed 15+ pages, including core product interfaces and user dashboards.
- Maintained pixel-perfect layouts through the implementation of a design system based on consistent values.
- Created a utility based CSS system with Sass to create modular components using reusable selectors.
- Translated user feedback into actionable product enhancements, and maintained a blog for feature releases.
- Integrated the Bulma CSS framework to standardize styling, reduce redundancy, and improve development time.

PROJECTS

sqnces.com / Creator, Full Stack Developer / sqnces.com   August 2024 - Present
I developed a full-stack original game with 200+ daily active users, using Next.js, TypeScript, tRPC, and Prisma.

EDUCATION

University of Notre Dame / B.A. Economics, B.A. Sociology   Class of 2015
Stuyvesant High School   Class of 2011