

ISAAC NAM

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SKILLS

React, Rails, JavaScript, Ruby, jQuery, Redux, TDD, HTML5, CSS3, SQL, Git, RSpec, Node.js, MongoDB, AWS, Java, Python, C, WebSocket.io, Webpack, Heroku, Mongoose, OOP

PROJECTS

NewTube (React, Redux, JavaScript, Ruby on Rails, CSS3, Webpack, PostgreSQL) [live](#) | [github](#)

NewTube is a full stack clone of YouTube with user authentication and video upload functionality

- Integrated Redux to streamline component state in order to create customized media playback
- Implemented AWS along with Rails ActiveRecord to store and host user-uploaded videos
- Composed modals for the video upload form and sidebar navigation with prepopulated user information for a smooth and enhanced experience
- Constructed layouts and styling with CSS3 flexbox that closely match those of YouTube

Twitchalytics (JavaScript, HTML 5, CSS3, Webpack, D3.js) [live](#) | [github](#)

Twitchalytics is an online application that showcases the statistics of the popular streaming website known as Twitch.

- Leveraged D3.js to create an animated bar chart that displays the average number of concurrent viewers of a given time and also a dynamic donut graph that exhibits the most popular games
- Utilized CSS Flexbox in conjunction with D3 components for an application where users interact with graphs and are provided with more information and data

Deception (React, Redux, JavaScript, Node.js, Webpack, Express, MongoDB, CSS3) [live](#) | [github](#)

Deception is an online card game where players decide who the murderer is among them with descriptive cards that serve as evidence and specific events

- Built the entire project with a team of four other engineers with an entirely new stack
- Employed good github practices by reviewing every pull request as well as resolving merge conflicts
- Harnessed React and Redux by creating components that are compatible with our backend team
- Incorporated WebSockets to allow for multiple users to play and also update all participating browsers in real time

Pixel Jump (JavaScript, HTML5, CSS3) [live](#) | [github](#)

Inspired by the mobile game Doodle Jump, Pixel Jump is a web browser game created in 5 days

- Applied HTML5 canvas to draw objects including a player controlled ball and mobile platforms
- Designed collision detection with gravity functions in JavaScript to create physics-based gameplay

EDUCATION

App Academy

Curriculum of Study in Web Development (Ruby on Rails and JavaScript)

New York, New York

January 2020 - May 2020

An immersive 1000+ -hour full-stack web development program with a < 3% acceptance rate

Bachelor of Science in Computer Science

New York University

New York, New York

Class of 2019

Relevant Coursework: *Applied Internet Technology, Data Structures, Basic Algorithms, Operating Systems, Intro to Computer Science, Discrete Mathematics, Computer Systems Organization*