

## Christopher Lee

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[LinkedIn](#)

[Github](#)

[Portfolio](#)

New York, NY

### SKILLS

JavaScript, React, Redux, HTML, CSS, SCSS, Ruby, Ruby on Rails, Mongoose, MongoDB, Node.js, Express.js, SQL, SQLite3, PostgreSQL, Webpack, jQuery, Git, Heroku, Recharts

### PROJECTS

#### GrabbinGood (Ruby on Rails, React, Redux, HTML, CSS, JavaScript)

[Live Site](#) | [Github](#)

*A Robinhood-inspired full stack web application where users can buy and sell stocks as well as read up on the latest economic news.*

- Incorporated IEX Cloud API through AJAX requests, allowing for real time stock data to populate user and asset charts as well as economic news.
- Implemented RESTful API to the backend allowing for a more dynamic component rendering.
- Employed the use of Rails associations, JBuilder, and Redux state management to optimize and limit the amount of AJAX requests to the database thus increasing the performance and optimization of the application.

#### Cloudy Minds (Mongoose, MongoDB, Node.js, Express.js, JavaScript, CSS, React, Redux)

[Live Site](#) | [Github](#)

*Cloudy Minds is a MERN web application focused on mental health, providing a safe space for users to express their thoughts*

- Operated as a flex developer, establishing Express routes and schemas in order to display accurate information to the frontend.
- Developed algorithms which randomize and limit the amount of posts displayed to the post index page to create an intuitive user experience.
- Constructed modals to incorporate more user functionality and utilized CSS in order to create visual elements for optimal design.

#### Dog Run (JavaScript, HTML, CSS, Canvas)

[Live Site](#) | [Github](#)

*Dog Run is a JavaScript Canvas game based off the popular game Temple Run*

- Developed a jump function as well as other controls through the use of physics, algorithms, allowing for realistic, smooth gameplay.
- Leveraged canvas in order to render gameplay and create smooth sprite animations that are seen throughout the game.
- Implemented various UX optimizations such as a music player and a start and end screen to allow for a more immersive gaming experience.

### EXPERIENCE

#### Care Management Coordinator

*Integra Managed Care,*

June 2019 - Aug 2020

- Coordinated with over 350 members, vendors and providers to ensure timely delivery of quality in-home services that are aligned with members' service plans.
- Used appropriate billing codes/modifiers and worked with Billing & Provider Relations as needed to ensure accurate billing for services while handling a substantial caseload greater than 95% of coordinators.
- Obtained MD Orders, prescriptions, forms and all other documentation necessary from members while working with 3 Case Managers and their corresponding members.

#### Administrative Intern at the Emergency Department

*Jamaica Hospital Medical Center,*

Jan 2019 - June 2019

- Initiated a project with the Director of Hospital Operations and the Administrator of Emergency Medicine which led to a 20% decrease in triage wait time.
- Attended Leadership meetings with Directors of multiple departments in order to implement solutions to current problems arising throughout the week.
- Took part in a team project that focused on split flow which addressed staffing problems and saved the company time and resources.

### EDUCATION

**App Academy** - Rigorous 1000-hour software development course with <3% acceptance rate (Fall 2020)

**Long Island University Post - BS - Health Administration** (Spring 2019) 3.9 GPA

**Bronx High School of Science - High School Diploma** (2014)