

Phillip Ko

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[PORTFOLIO](#)

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SKILLS

React, Redux, Ruby, Rails, Javascript, Node, HTML, CSS, SQL, C#, C++, Linux, Git

EXPERIENCE

Full-Stack Developer (Typescript, C#, ASP.NET MVC, T-SQL)

Titansoft Pte Ltd.

Sep 2016 - Oct 2018

- Implemented at least 5 different features a week using Typescript and C#.
- Main point of contact for solving technical issues for over 3000 concurrent users.
- Provided training to over 20 developers including ASP.NET MVC, Resharper, and Jenkins.
- Set up the Continuous Integration server for the development team to boost the team's efficiency by at least 20%.
- Provided a live streaming solution which made the product deployable to production.
- Boosted the team's performance by managing team chemistry by hosting the regular Scrum meetings.

System Engineer (C, C++)

International Games System Co., Ltd

Jun 2016 - Aug 2016

- Maintained and improved a company-owned game engine that is being used for over 100 different Arcade games.
- Provided training to over 10 developers including C, C++, and Linux.

Co-op Intern

Daiwabo Polytec Co., Ltd

Jun 2013 - Dec 2013

- Used time-management skills to improve the assembly line that produces fibers by 10%.

PROJECTS

Stock Overflow (Rails, ReactJS, Redux, PostgreSQL)

[live](#) | [github](#)

A clone of Stack Overflow where people post and answer coding questions

- Integrated ActiveRecord and Rails polymorphic associations to show upvotes/downvotes on questions and comments.
- Employed CSS Media Queries for implementing responsive web design, the nav bar was created accordingly.
- Incorporated Redux to enhance the maintainability and readability of the project.

Bubble Blast (Express, ReactJS, Node, MongoDB, Socket.io)

[live](#) | [github](#)

An educational shooting game incorporated to be a real-time multiplayer game.

- Utilized websockets with Socket.io to incorporate a Real-time Multiplayer browser game.
- Incorporated HTML5 Canvas and React for the representation of the game, used Vanilla JS to control the canvas.
- Was the team lead of 3 software developers, designed and implemented backend and program architecture.

Casino Inferno (Javascript, HTML, CSS)

[live](#) | [github](#)

Blackjack, Baccarat, and Roulette.

- Used native DOM selectors to manipulate the frontend elements such as showing cards and chips.
- Imitated the principle of the Flux library for making the code more maintainable and readable.
- Leveraged Webpack and Babel to ensure performance and uniform cross-browser user experience.

Bejeweled (Javascript, Scriptaculous.js, Prototype.js)

[live](#) | [github](#)

A clone of the well-known Bejeweled game.

- Utilized the Scriptaculous library for the animation effects including jewels switching, dropping, and disappearing.
- Integrated CSS styling properties such as border and background to create the user interface.

EDUCATION

Web Development - App Academy | Summer 2019

- Built various Full-Stack web applications with Ruby on Rails, React, Javascript, and SQL.

BS Computer Engineering - University of the Pacific | 2010 - 2014

- Also majored in Applied Mathematics.