

# CHANG HO LEE

[changholee2wpes@gmail.com](mailto:changholee2wpes@gmail.com)

(213) 276-0024

[Portfolio](#)

[LinkedIn](#)

[Github](#)

**SKILLS** React / Redux, Ruby / Rails, Python, Javascript, jQuery, PostgreSQL, MongoDB, Node, HTML5, CSS, GraphQL, Docker

## PROJECTS

**Pollidify** (React, Redux, MongoDB, Express, Node, HTML5, and CSS)

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

*An original full stack application where users can create global polls and analyze voter statistics.*

- Enabled automated, customized dependent-destroy function for polls saved in MongoDB via Mongoose and Express to automate termination of expired polls.
- Implemented user authentication by encrypting user information via JWT tokens and sent data to the frontend via Axios routes for password protection.
- Created animated login and signup menu functionality by identifying variables with React props and JavaScript class tags and further modifying with CSS in order to enhance overall user experience.

**What's in the Fridge?** (React, MongoDB, Node, GraphQL, Apollo, HTML5, and Sass)

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

*An original full stack single-page application where users can search for recipes via the ingredients they have in their fridge.*

- Integrated Edamam Recipe API and Ingredient API with our MongoDB calls in an efficient manner via GraphQL, reducing frequency of costly API calls.
- Customized mutations via GraphQL to edit and save data into MongoDB from API calls and user inputs, simultaneously, to gather and format data from multiple sources and save it to the backend via one mutation.
- Leveraged Apollo React to store and call the current user ID via client querying to enable live GraphQL queries and mutations.

**The Tower of Rogues** (Javascript, HTML, CSS, Phaser.js, and ROT.js)

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

*An interactive JavaScript rogue-like browser game where the player's objective is to kill all enemies on the floor.*

- Reformatted assets from RPGMaker VX Ace to create customized tilesets via Photoshop for a unique UI / UX.
- Created randomized map generation and enemy spawns for unique playthroughs using ROT.js tile shuffling functionality with defined map bounds and spawnable tiles.
- Utilized a combination of Phaser.js and CSS to selectively toggle block transparency, therefore rendering the current player visible or invisible to the enemy.

## EXPERIENCE

**Operations / Logistics Intern** - Eleven Arts, Inc. Los Angeles, CA

2018-2019

- Organized company financial, inventorial, and business files into +200 physical folders, via movie and topic, and digitized documents into Excel spreadsheets and Word documents.
- Edited movie poster advertisement images for the company using Clip Studio Paint.
- Confirmed deliveries from production companies, such as: Kadokawa and Kyoto Animation, and made business enquiries for feature screenings of movies at theatres (ex. AMC and Anime Convention), improving overall quality.

**Computer Technology Teacher** - Yanji International Vocational Cooperation High School Yanji, China

2016-2017

- Taught usage of Microsoft Excel, Word, and PowerPoint to 100 students for vocational purposes.
- Tutored students on several subjects, including: Math, Chemistry, Physics, Biology, and English.
- Provided both educational and personal support for approx. 500 male students as a dormitory manager.

**Assistant Sales Manager** - Jay's Jewellries Glendale, CA

2016

- Contributed to managerial decisions, including: advertising, service offerings, exclusive sales, and new merchandise.
- Worked cross-functionally, managing inventory, organizing displays, and attending the front desk.
- Prioritized customer satisfaction by upholding professional and friendly standards.

## EDUCATION

**App Academy** New York, NY

2019-2021

- Spent one year intensive in Ruby, Rails, React, Redux, JavaScript, Node, PostgreSQL, MongoDB, and GraphQL.

**High School Diploma** North Hollywood, CA

2012-2015

- Received high school diploma from North Hollywood High School Highly Gifted Magnet with a GPA of 3.9.