Contact

sohn.allen@gmail.com

+1 (647) 209-0910

www.nurihansohn.com

www.linkedin.com/in/allennsohn

Top Skills

HTML/CSS

JavaScript

React

Languages

English (Full Professional)

Korean (Native or Bilingual)

Certifications

Responsive Web Design

Publications

Let's Learn Math Series

Chicken GOD

Evade

Let's Match

Education

triOS College

Diploma,

Application Development

George Brown College

Advanced Diploma,

Game Development

Nurihan (Allen) Sohn

Developer

Toronto

Summary

A dynamic interactive media and web developer with a strong record of achievement combining skills in diverse areas of organizational development, group/staff leadership, and project management. Highly motivated and intuitive, effective at human interaction and able to manage both time and resources to maximize productivity.

Experience

Sicily Designs

E-Commerce Web Developer

April 2022 - Present

Toronto, Ontario, Canada

•Writing front-end code with HTML, CSS, Javascript & Shopify Liquid.

•Implementing third-party solutions & apps.

•SEO & Performance work

•Implement UI designs in HTML/CSS based on mock-up PSD & PDF files supplied by our designer.

•Managing our site codebase & ensure that all code on the site is in use or removed.

•Ensuring consistently excellent performance on all major devices/browsers, including fast load times & bug-free core functionality.

•Constructing design solutions with our team of designers & marketers with a focus on improving website usability.

•Working closely with our creative team to ensure the practicality & function of designs.

•Running extensive QA to ensure performance consistency across key devices & browsers and troubleshooting issues.

Self-employed

Volunteer

January 2021 - Present

• Creating web-based applications using HTML, JavaScript, TypeScript, JSON/XML and CSS

• Building web applications with React and NodeJS working with React and Node.JS
• Experience in Database such as MySQL
• Experience with SQL queries and database schema design.
• Knowledge of, and training in, debugging and troubleshooting to resolve basic technical issues.
• JavaScript/ES6 packaging, testing and debugging tools; npm, postman.
• Demonstrated ability to lead and motivate others

The World Studio
Game Designer/Developer
January 2013 - January 2020

• Using Unity3d game engine with JavaScript and C#
• Developing implementation of Google Play and Cloud system.
• Building various game modules (gameplay, artificial intelligence, audio, graphics, etc.)
• Experience with 3D graphic tools such as 3dsmax, Zbrush, and Blender
• Create concepts & flows - including conducting brainstorming activities and creating design documentation.
• Design the UI - using wireframes, mock-ups and interactive prototypes to communicate information architecture, interaction and visual design ideas
• Leverage usability testing, user research, and analytics skills to validate the design, uncover insights and identify gaps
• Ability to optimize code size and speed to maximize the technological capacities of each device;
• Ability to program in a methodical and structured manner

Future Shop
IT Service Technician
September 2008 - October 2015

• Responding to and tracking requests for IT technical support from employees in person, via phone, and electronically
• Helping manage user accounts and subscriptions for licensed software
• Managing software upgrade schedules, and installing software upgrades
• Configuring new computers (installing OS and software, deploying profiles)
• Managing peripherals, video conferencing equipment and general user hardware.
• Troubleshooting system and network problems, including diagnosing and helping to resolve hardware/software failures