





David Ko











Software Engineer | Full Stack Developer
Boston, MA

	Gmail:	david.holy.ko
	Github:	davidholyko
	LinkedIn:	davidhko1
	Phone:	617-842-1015










Languages

	JavaScript
	Ruby
	HTML
	CSS
	Python
	Java
	Bash
	VBA

Libraries

	jQuery
	Scss
	Bootstrap
	highlight.js
	React.js
	Express.js
	PostgreSQL
	Rails
	SQLite
	Flask

Technologies

	Atom
	Git/Github
	VSCode
	Ajax
	Node.js
	handlebars
	Grunt
	cURL
	Vim

Interests

	Smite
	Warhammer II
	XCOM 2
	Cooking
	Football

Summary: I am a software engineer focusing in web development. My passion for continuous improvement and teamwork helps me create applications that are functional and modular.

Projects

Full Stack Brain Age Remake

- Skills used include: JavaScript, jQuery, Bootstrap, HTML, CSS, Express.js, Chart.js, Math.js, MongoDB
- Envisioned a responsive user-friendly game that helps people think faster the more play
- Implemented a Procedural Generation Algorithm that produces multiple choice logic
- Generated code efficiencies by capitalizing on Node packages, such as Math.js and Chart.js
- Mapped the relationship resources for MVC [model view controller] using Ruby on Rails
- Authored custom routes and serializations

Full Stack Tic-Tac-Toe

- Skills used include: JavaScript, jQuery, Bootstrap, HTML, CSS, Ajax, Ruby, Ruby on Rails, Highlight.js
- Refactored game logic to utilize recursion and dynamic programming ideas
- Includes a demonstration of how the recursive algorithm works
- Developed layout to add scalability to the web application
- Implemented Responsive-Design and Mobile-Design ideas

Front End Card Memory Game

- Skills used include: JavaScript, jQuery, Bootstrap, HTML, CSS
- Planned file and resource architecture, which includes gathering information from key stakeholders and executing on given feedback
- Refactored game logic to optimize runtime
- Developed layout to add scalability to the web application
- Implemented Responsive-Design and Mobile-Design ideas

Work History

General Assembly *Boston, MA* 2019 - Present

Web Development Immersive Fellow

- Full time 500+ Web Development Immersive Program
- Complete four full stack applications by graduation
- Develop with JavaScript, Ruby, and associated libraries/frameworks

Education

General Assembly: 2019 - Present

- Full time 500+ hour Web Development Immersive Program
- Coursework includes practicing JavaScript, Ruby and associated frameworks and libraries

University of Massachusetts, Amherst: 2013 - 2015

- Computer Science coursework includes classes in Java, Game Design, and Information Technology
- General coursework includes classes in Finance, Accounting, Operations Management, Statistics, Calculus