

UnJae Pyon

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[PORTFOLIO](#)

[GITHUB](#)

[LINKEDIN](#)

New York/ NY

SKILLS

React, Redux, JavaScript, Ruby, Rails, HTML, CSS, SQL, PostgreSQL

PROJECTS

Behold (Rails, React, Redux, JavaScript, AWS, Webpack, HTML, CSS, PostgreSQL)

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

Behold is a single-page app inspired by Behance that showcases creative art & architecture student projects.

- Employed CSS grids to create a responsive page grid layout of student projects, which upon clicking opens a React-Modal for organized, easy viewing of each project's images.
- Connected Rails backend to AWS S3 for hosting project images while utilizing encrypted keys between the app, AWS, and deployment to Heroku to ensure a secure, organized viewing of project images and reduce server load.
- Developed custom user authentication using BCrypt in the Rails backend, a modular React component with conditional mapping of error messages in the frontend, and cookies in order to maintain DRY code and create user login that persists across sessions.
- Leveraged jbuilder to optimize shape of data requested from Rails backend using RESTful routing in order to minimize backend calls for project data, resulting in faster application load times and improved scalability.

League of Legends Statistics (JavaScript, D3, Riot Public API)

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

Data visualization project that uses vanilla JavaScript and the D3 library to visualize average game stats.

- Implemented Riot Games public API using custom methods and an API key to fetch raw JSON information, parse it, and extract relevant game statistic data for the project.
- Utilized D3 JavaScript library to build interactive heatmaps using extracted in-game player death coordinates graphed onto the game map and animated bar graphs displaying comparable in-game information, resulting in clear and concise visualization of data.
- Created custom algorithm for responsive CSS3 clickable elements to track which dataset is displayed, resulting in an easy-to-use user-interface.

EXPERIENCE

Junior Architect - Construction Management

ODA Architecture

Jan 2016 - May 2019

- Delivered project designs to client on-time and under-budget.
- Managed redesigns of spaces with cost-efficient design alternatives under strict time constraints, reducing construction costs and increasing financial values by 16%.
- Coordinated meetings and on-sites with clients and contractors to resolve construction issues, deadlines, and requests for information, ensuring a constant flow of communication.

EDUCATION

Web Development - App Academy | Fall 2019

- Web development bootcamp with 1000-hour curriculum and <3% acceptance rate

B.Arch Education - Pratt Institute School of Architecture | 2010 - 2016