Albert Lee

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Skills
JavaScript, React, Redux, Ruby, Ruby on Rails, WebSockets, HTML5, CSS3, Github, PostgreSQL, SQL, AWS S3, Node.js, MongoDB, Express, Linux/Unix, Docker, Heroku, RSpec, Capybara, Jasmine, Darksky API, Google Maps API, AJAX, SCSS, jQuery

Projects

Diskord (JavaScript, React, Redux, Ruby, Ruby on Rails, HTML, CSS, PostgreSQL, AWS, WebSocket)   Live Site | Github
Chat app similar to Discord which is a communication platform targeted towards gamers
- Accomplished live chat with WebSocket protocol using Rails Action Cable to enable users to communicate in real-time
- Enabled users to attach media files with server or message creation to enhance experience which uses Rails Active Storage model level associations and the FormData API in conjunction with a production AWS S3 bucket to host files
- Implemented compound modal design pattern with React Portal/Context APIs, resulting in a simple and easily customizable React component

Space Blasters (JavaScript, HTML, CSS, Canvas API)   Live Site | Github
Star Wars-inspired space shooter game
- Doubled gameplay framerate by identifying and reducing unnecessary computational load improving user experience
- Achieved particle background effect with 8 canvas layers at different velocities to mimic complex space environment
- Leveraged singleton design pattern to instantiate HTML audio files and increase FPS by 20-30x while reducing space complexity from O(n) to O(1)

Morning Dash (MongoDB, Express, React / Redux, Node.js, SCSS, Darksky API, Google Maps API)   Live Site | Github
Commuter dashboard to see commute, weather, calendar details in a single-page app
- Led frontend design to create a mobile-first app that displays 3 API driven components based on user information
- Collaborated with the team to construct responses from Google Maps/Darksky APIs to make components dynamic
- Deployed with git workflow and merge blocking to make code more organized which resulted in faster debugging

Synchrony (HTML/CSS/Shivtr)   Live Site
Communication platform for former competitive gaming group
- Self-taught Shivtr framework in a day to create a content management system for ~30 active players

Experience

T-Mobile
Mobile Expert (Frontline Sales)   June 2016 - October 2019
- Built direct relationships with customers and business owners to materialize brand image and company goals
- Provided top tier customer service and grew a book of business with over 1,000 names in personal CRM flow
- Mentored 4 new employees and helped them get up to speed within 3 months to average 100%+ of sales metrics
- Drove sales and exceeded metrics, averaging 120% of sales metrics yearly

Stevens Institute of Technology
Student Lounge Manager   Jan 2014- May 2016
- Managed ~25 employees and digitized paper scheduling system utilizing Google Sheets and Google Forms
- Overhauled snack inventory system resulting in profitable operations of ~$200 per month from being unprofitable.
- Implemented open communication protocol via email to allow schedule swaps and dynamic employee interaction

Education

App Academy   November 2019 - March 2020
1000+ hours of coding experience from intense coding bootcamp with less than 3% acceptance rate

Stevens Institute of Technology
Bachelor of Science in Business / Technology with concentrations in Information Systems / Marketing   Aug 2012 - May 2016
Relevant courses: Introduction to Programming (C++), Intro to Scientific Computing (Matlab), Engineering Design (C++), Programming for Mobile Applications (MIT App Inventor), Relational Databases for IT (SQL), Systems Analysis and Design (Agile)