Alan Choi

(415) 936-4796   399 Fremont Street, San Francisco, CA 94105   alanchoi08@gmail.com

LinkedIn   www.alanchoi.me   Github

Skills

Javascript, React.js, Redux, Node.js, Ruby on Rails, Docker, AWS, SQL, HTML, SASS, Jest/Enzyme

Experience

Level Money (Capital One)   **Feb 2016 - present**
Lead Front-end/Javascript Engineer
- Introduced and implemented Redux, Immutable.js, Jest/Enzyme, and Nightwatch.
- Restructured and added tools to existing code base to create a more scalable web app.
- Built a number of reusable React components used across the entire application.
- Self-taught clojurescript to maintain and update the SDK used to bridge front-end and back-end code.
- Updated and reconfigured web server proxy to include Google ReCaptcha in different environments.

Apple, Inc.   **2014 - 2015**
Design for Manufacturing Engineer
- Led Contract Manufacturer engineering teams in China and resolved manufacturing issues onsite.
- Created standard process parameters that were used to bring up assembly lines for mass production.
- Advised iPhone and Watch cross-functional teams during design phase to optimize manufacturability.
- Collaborated with Product Designers to resolve design issues and product assembly challenges.

Qualcomm   **2007 - 2014**
Senior IC Packaging Engineer
- Led material characterization program that enabled new products to meet customer specifications.
- Analyzed data, initiated appropriate Failure Analysis, and presented design recommendations to internal engineers during new product development.
- Supervised technicians, mentored interns, and managed lab workflow and operations.

Projects

YelpNow *(2015, React.js, Flux, Ruby on Rails)*   **Live • GitHub**
A single-page web app inspired by Yelp.
- Combined Google Maps Places and Geocoding APIs to fetch data based on user input.
- Followed Flux unidirectional data flow to decrease Google Places API calls.
- Integrated Google Places Details data with controller logic with jBuilder.
- RESTful API design enables users to post and update reviews.

Buckets *(2015, Javascript, HTML Canvas)*   **Live • GitHub**
Javascript-based game using object-oriented programming (OOP) and Canvas.
- Utilized prototype inheritance to ensure DRY code
- Created functions to determine collisions based on radii and distance between objects

Education

App Academy   **Aug 2015 - Nov 2015**
Full Stack Web Development Course, acceptance rate < 5%

University of California San Diego   **2005 - 2009**
Bachelor of Science in Mechanical Engineering