

Andrew Yoo

(347) 221-2704 andrewyoo.ny@gmail.com [Portfolio](#) [LinkedIn](#) [Github](#) New York, NY

Skills JavaScript, React.js, Redux.js, Ruby, Ruby on Rails, HTML5, CSS3, Git, PostgreSQL, jQuery, MongoDB, Express

Projects

Snapper (JavaScript, React / Redux, Ruby / Rails, HTML, CSS, PostgreSQL)

[Live Site](#) | [Github](#)

Fullstack single page app inspired by flickr, a social image hosting site, where users can upload pictures, comment, and create tags

- Utilized AWS S3 to implement user image uploads, reducing server load and allowing for scalability of media services.
- Ensured user protection through frontend/backend authentication measures and React Router, allowing users to only access features such as creating/deleting/editing to their own posts only when logged in.
- Implemented an algorithm which dynamically resizes and formats photos from AWS into an aligned grid using CSS.

Streamlined (MongoDB, Express, React, Redux, Node.js)

[Live Site](#) | [Github](#)

Web app that utilizes a search engine to help users pick/queue movies and shows to watch from their favorite streaming services

- Integrated Entertainment Data Hub API to query their archives and retrieve data based on a user's search parameters.
- Implemented favorites queue using MongoDB to keep a record of any movies or shows a user is interested in.
- Collaborated with team members utilizing best Git workflow practices, including pull requests, enabling a productive work environment with concurrent development.

Dino Jump (JavaScript, HTML5, CSS, Canvas)

[Live Site](#) | [Github](#)

A fully interactive JavaScript and HTML5 Canvas game based on the offline Google Chrome Dino game

- Built a custom physics engine that supports collision detection of many objects at once and manages movement patterns, gravity, and condition for each player, obstacle, and background.
- Decreased graphic rendering lag through the use of HTML5 Canvas and animation frames, resulting in a more smoother gaming experience.
- Engineered levels of gaming difficulty through the introduction of game state changes that rely on DOM manipulation.
- Utilized local storage to store and persist data allowing a user to see their high scores

Education

App Academy

Jan 2020 - May 2020

Immersive software development course with focus on full stack web development.

Queens College, City University of New York

Aug 2017- May 2019

Bachelor of Science

Queensborough Community College

Aug 2015 - May 2017

Associate in Science

Experience

Paris Baguette

Shift Leader

Oct 2015 - Jan 2020

- Identified and addressed various inefficiencies in business processes, resulting in a reduction of production and delivery times by more than 50%.
- Assisted in managing and maintaining the business operations, including training of new staff members.
- Consistently lauded in service and professionalism through great customer and managerial reviews.

One Shot Marketing

Digital Marketing Associate

Jul 2014 - Feb 2015

- Developed Facebook business and ad pages for hundreds of clients, incorporating best practices for online presence.
- Executed ad campaigns using Facebook Ad Manager to boost engagement, reach, traffic, and conversion rates.
- Worked closely alongside various teams internally and externally across the world to coordinate globally focused campaigns seamlessly.