Calvin H. Lee

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Work Experience

SafeMail - Software Engineer | Sept. 2017 - Present

- Fullstack engineer in charge of frontend + backend+ deployment + shipping product
- Built V2 of Document Signing app utilizing React + Django, focused on delivering clean UI + UX
- Worked closely with lead designers to spec and build features including:
  - Interactive document editing workflow using React's drag & drop handlers to allow users to drag & drop fields to be filled out into a document
  - Action tags which guide the signer to where he needs to sign by utilizing binary insertion based on fields' position relative to the screen
  - Modals responsive to url query-string parameters
- For the backend and infrastructure:
  - User confirmation workflow sending emails with Amazon SES
  - Two factor authentication utilizing Twilio
  - Managed infrastructure via AWS: Elastic Beanstalk, Certificate Manager, RDS
  - Wrote Django models & utilized django-rest-framework to store backend data (document states, user profile, relevant documents to the user) into a Postgres DB

Quant Five - Software Engineer | May 2017 - Sept. 2017

- Collaborate with a team of four In charge of Frontend with React and API-level with Django
- Deploy servers on AWS with Elastic Beanstalk
- Built key components of the app including PDF-HTML converter and HTML-React translator
  - utilized Python PDFMiner.six & HTML-to-React

Bellenista - Web Developer | Jan. 2017 - Sept. 2017

- Built a new website for the vendor along with other developers
- Developing product search features (front- & back-ends) with custom URL

Personal Projects

Pix – Social Networking Site (React.js, Ruby on Rails, & PostgreSQL)

  - A single-page JavaScript web application that is based on Redux Cycle
  - Custom UI design with JSX and CSS. Navigation is enabled through React Router
  - Auto-complete user search utilizes AJAX server requests and SQL query
  - Features Infinite Scroll that allows users to load thousands of photos with minimal loading time

Invasion! – Retro Arcade Game (Vanilla JavaScript, HTML, & CSS)

  - Calculates node entry/exit points using custom algorithms to respond to UI
  - Tracks game state and visual representation separately
  - Loads images before any action starts to ensure that Canvas draws images before clearing

Education

- University of California Berkeley | Class of 2015 | B.A. Economics