Chloe Kwon

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TECHNICAL SKILLS

Languages: JavaScript, TypeScript, Python, Kotlin, Java, C, HTML, CSS
Frameworks & Libraries: Next.js, React.js, Express.js, Node.js, Django, Flutter, Tailwind CSS, JavaFX
Databases & Storage: PostgreSQL, MySQL, MongoDB, Firebase, Supabase
Cloud & DevOps: AWS EC2, AWS S3, AWS Rekognition, Docker, docker-compose, Cloudinary
Tools & Platforms: Git, GitHub, Agile Development, Jira, Trello

EDUCATION

British Columbia Institute of Technology   Vancouver, BC
Diploma in Computer Systems Technology, BCIT   *Jan 2024 – Present*

Hanyang University   Seoul, Korea
Diploma in Music Composition   *Jan 2014 – May 2016*

PROJECTS

Brats and Bavaria | *Next.js, TypeScript, Supabase, Cloudinary, Stripe, Vercel*   May 2025 – June 2025
- Built RESTful API with Next.js App Router handling 1000+ photo submissions with zero downtime
- Designed PostgreSQL database architecture with Supabase for real-time payment tracking and submission state management, eliminating manual reconciliation
- Implemented secure Stripe webhook integration with signature verification and automated database updates for payment event processing
- Architected automated approval workflows with dynamic payment link generation and transactional email notifications via Resend API

TadPool | *Flutter, Django, AWS S3, Rekognition, Docker, EC2*   Apr 2025 – May 2025
- Inherited 2-year-old codebase and updated dependencies, refactored architecture for better maintainability
- Built end-to-end profile image upload system integrating AWS S3, IAM security, and Flutter-Django APIs
- Implemented AWS Rekognition facial verification (80%+ similarity threshold) to enhance user security
- Debugged authentication workflows by customizing Django EmailBackend and synchronizing Flutter state management
- Deployed scalable backend on EC2 using Docker Compose with comprehensive troubleshooting and monitoring
- Collaborated with 5-person cross-functional team using Jira for agile sprint planning and client-driven development

Dark Night Maze | *Java, JavaFX, Maven, JUnit 5*   Oct 2024 – Oct 2024
- Created game entities with autonomous behavior patterns including player detection and pursuit algorithms
- Implemented dynamic maze generation algorithm creating unique layouts for each playthrough
- Built complex game state management system with save/load functionality and collision detection
- Designed flashlight mechanics and visibility systems using custom lighting algorithms

Pennywise | *JavaScript, Express.js, Node.js, MongoDB, Tailwind CSS, AWS*   Apr 2024 – May 2024
- Created full-stack finance tracker with categorized spending analytics and real-time filters
- Designed an interactive dashboard to visualize categorized spending insights
- Built responsive dashboard using Tailwind CSS, fully functional across mobile and desktop
- Deployed securely on AWS with optimized performance; collaborated via GitHub pull requests and modular code

EXPERIENCE

Server   Jan 2022 – Dec 2023
Hawksworth   *Vancouver, BC*
- Developed strong teamwork, multitasking, and problem-solving skills in a high-pressure environment
- Strengthened communication abilities while managing multiple priorities and customer expectations