

Christopher Lee

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TECHNICAL TOOLKIT

Frontend: React, Redux, React Native, JavaScript, HTML, CSS, Webpack, jQuery

Backend: Ruby, Ruby on Rails, Mongoose, Node.js, Express.js, SQL, PostgreSQL, MongoDB, Git, Heroku, AWS S3

PROJECTS

DragonRoll - A Full Stack clone of Crunchyroll; where users can watch their favorite anime episodes

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

React/Redux, React Router, Ruby on Rails, JavaScript, PostgreSQL, BCrypt, API Integration

- Integrated PostgreSQL and Amazon's S3 service using Rails ActiveRecord associations to avoid slow page response time by streamlining cloud-based image storing, reducing server load time and optimizing site scalability resulting in a more fluid UX
- Ensured user authentication in the frontend and backend by using BCrypt and React Router, protecting sensitive user information to be stored in the database and allowing only logged-in users to access and make changes to their account
- Utilized ReactPlayer component by parsing a specific URL to load the proper video player to play media from various sources

Biscuits and Bones - A web app that brings together pet owners to host and attend playdates

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

MongoDB, ExpressJS, React, NodeJS, API Integration, Git Workflow

- Leveraged Google maps API and PlacesAutoComplete library for geocoding to accurately display real time map location and efficiently store user input for the creation/viewing of playdates
- Utilized Git workflow practices to ensure effective collaboration between 3 other team members, through merge requests, code reviews, and virtual pair programming, resulting in increased productivity and concurrent completion of tasks
- Applied JSON Webtoken library to implement User Auth by encrypting user details sent over HTTP with Axios and decrypting the details via the JWT-Decode library in the frontend

Aim Academy - A javascript and HTML5 Canvas game designed to improve mouse speed and accuracy

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

Vanilla JavaScript, HTML, CSS, Canvas

- Built 3 game modes using HTML5 canvas and dynamically made the game harder as you progress by multiplying the score by a set number and subtracting it from the interval time, giving users a challenge as they advance further into the game
- Constructed a single page web application by implementing a modal for instructions and utilizing event listeners to determine which game canvas will run, resulting in 0 load time when switching between game modes
- Ensured proper click detection by using the distance formula to update click region as the object changed sizes

EXPERIENCE

Software Engineer Volunteer

The Giving Grape

May 2021 - Present

- Utilize Ruby on Rails backend and React frontend to implement a new newsletter email subscription feature that allows users to subscribe to an email list to receive updates about our organization resulting in an increase in user retention
- Collaborate across company wide teams like UI/UX and marketing to take new features into production

Software Engineer Intern

App Academy

Apr 2021 - Present

- Conduct technical screens of bootcamp applicants and assess their algorithmic aptitude in Javascript, Ruby, and Python
- Guide individuals pursuing web development through technical interviews, evaluating their analytical problem solving skills
- Appraise candidate abilities to work with other programmers as well as their performance under stressful conditions

Recruiting Coordinator

Nutanix

Dec 2018 - Dec 2019

- Provided Support to hiring managers, recruiters, and candidates by tracking interview status to provide an exceptional candidate experience as well as coordinate travel arrangements for candidates and processing/auditing reimbursements
- Spearheaded the recruiting aspect of a new engineering internship program to facilitate a proven working system giving interviewers, hiring managers, and candidates an interview structure that garnered a >95% positive feedback

EDUCATION

App Academy - Immersive software development course with a focus on full stack web development

July 2020 - November 2020

San Jose State University - BS - Business Management Information Systems

Graduated: Spring 2018