

CHRISTOPHER LEE

SOFTWARE ENGINEER

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SUMMARY

Enthusiastic software engineer with 1+ years experience building full stack web applications. Goal oriented team player who loves to tackle new challenges and learn new technologies with a strong desire to consistently improve UI and UX

AREAS OF EXPERTISE

- Proficient in JavaScript and Ruby
- UI and UX focused using HTML5 and CSS
- Utilizing RESTful API
- Hands-on SQL and MongoDB experience
- jQuery, Axios, Webpack, Github
- Creating single-page web applications with AJAX requests
- React, React Native, and React/Redux working experience

EDUCATION

App Academy - Fall 2020

Immersive Software Development course with a focus on full stack web development

San Jose State University - Spring 2018

BS - Business Management Information Systems

PROJECTS

DragonRoll (React/Redux, Ruby on Rails, JavaScript)

[LINK](#) | [GITHUB](#)

A Full Stack Clone of Crunchyroll; where users can watch their favorite Anime

- Integrated 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 resulting in a more fluid user experience
- Ensured user authentication in the backend by using BCrypt and React Router, protecting user information and allowing only logged-in users to access and make changes to their account
- Incorporated ReactPlayer component by parsing a specific URL to render the appropriate video player to play media from various sources

Biscuits and Bones (MERN, MONGOOSE, Google Maps API)

[LINK](#) | [GITHUB](#)

A web application that allows animal enthusiasts to host playdates with other animal lovers (Team of other engineers)

- Leveraged Google Maps API and PlacesAutoComplete library for geocoding to accurately display real-time map location to store user input during the creation and viewing of playdates
- Utilized MongoDB's flexible document schemas to make on the fly database changes during development
- Applied JSON Webtoken library to implement User Auth by encrypting user details sent over HTTP requests with Axios and decrypting the details via the JWT-decode library in the frontend

AIM ACADEMY (Vanilla JavaScript, HTML, CSS)

[LINK](#) | [GITHUB](#)

A fully functional vanilla JavaScript and HTML5 Canvas game designed to improve mouse speed and accuracy for FPS video games

- Centered design around OOP principles to allow extension and creation of new features and elements without breaking existing code through loosely-coupled relationships
- Ensured proper click detection of objects by calculating the distance formula to update the click region of an object that is constantly changing sizes
- Designed a single page web application by implementing modals and event listeners to determine game mode, resulting in 0 load time when switching between game modes

WORK EXPERIENCE

RECRUITING COORDINATOR

NUTANIX

DEC 2018 - DEC 2019

- Provided support to hiring managers, recruiters, and candidates by tracking interview statuses, coordinate travel arrangements, and processing and auditing reimbursements to provide an exceptional candidate experience
- 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
- Collaborated with and led a team of 4 team members to strategize our SLA's to develop a level of transparency for hiring managers and recruiters to expect on a daily basis, resulting in quicker candidate turnaround