Christopher Lee

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SKILLS

JavaScript, React, Redux, HTML, CSS, Ruby, Ruby on Rails, Mongoose, MongoDB, Node.js, Express.js, SQL, PostgreSQL, Webpack, jQuery, Git, Heroku

PROJECTS

DragonRoll (React/Redux, Ruby on Rails, Javascript)   Live Site | Github
A Full Stack clone of Crunchyroll; Where users can watch their favorite anime episodes
- 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 appropriate video player to play media from various sources

Biscuits and Bones (MongoDB, ExpressJS, React, NodeJS)   Live Site | Github
A web application that brings together pet owners to host and attend playdates with other pet owners (team of 3 other engineers)
- 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 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 with Axios and decrypting the details via the JWT-Decode library in the frontend

Aim Academy (Javascript, HTML5, CSS)   Live Site | Github
A fully functional javascript and HTML5 Canvas game designed to improve mouse speed and accuracy
- 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

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 and 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
- Collaborated with and led a team of 4 team members to strategize our Service Level Agreements to develop a level of transparency for hiring managers and recruiters to expect on a daily basis, resulting in quicker candidate turnaround

Lab Technician Intern
Underwriters Laboratories LLC   **Jun 2018 - Aug 2018**
- Operated DASY6 robots to test wireless devices for the specific absorption rates (SAR) of radio frequency (RF) exposures while assuring compliance with FCC/IC standards to bring compliant products to the global market
- Organized test results using SemCAD to plot SAR heatmaps and input data into various Excel spreadsheets of different wireless technologies to be reviewed by senior lab technicians and clients for UL Safety Certification
- Communicated actively with clients during operations to ensure proper evaluation, lab equipment maintenance, regular system checks, accurate data recording, and project confidentiality

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**