

# DARREN YONG

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## SKILLS

React, Redux, JavaScript, Ruby on Rails, Ruby, HTML5, CSS3, SQL, PostgreSQL, MongoDB, Express.js, Node.js, JIRA, Confluence, Trello, Lua

## PROJECTS

**Aprtr** | (React/Redux, Rails 5 w/ PostgreSQL, ActiveStorage w/ AWS S3) [live](#) | [github](#)

- Delivered dynamic, single page photo upload and edit forms by modifying local state in respective component
- Implemented image storage and facilitated image retrieval by integrating Rails' Active Storage with AWS' S3
- Demonstrated tenacity by modifying source code of external library to incorporate reactive justified photo index
- Developed user profile pages showing corresponding photos using React's withRouter combined with custom API endpoints

**Rocket Typer** | (MongoDB, Express.js, React/Redux, Node.js, Rechart.js) [live](#) | [github](#)

- Granted users the ability to race others in typing by integrating WebSockets using the Socket.io library
- Constructed the backend to support user signup and login using Passport.js paired with JWT
- Improved user experience by developing smooth and responsive text fields through state manipulation

**DotaPop** | (JavaScript, D3.js, Express.js, Node.js) [live](#) | [github](#)

- Designed dynamic data-visualizations using Javascript implemented algorithms to translate user input
- Harnessed D3.js library to parse thousands of lines of data in order to deliver accurate and intuitive visuals

## EXPERIENCE

### Senior Game Content Manager

*TinyCo, Inc.*

December 2016 - December 2017

- Redesigned processes to increase efficiency in content implementation, saving days of work each week
- Corresponded with key partners through Trello to obtain approvals for ~30 assets/week integral to development
- Coordinated with QA and Community to assess issues and fixes, triaging where necessary to uphold cadence
- Served as the liaison and maintained constant communication with outsourcers to ensure deliverables were up to par and arrived promptly
- Oversaw and supervised two team members while delegating workload to meet weekly release quotas

### Game Content Manager

*TinyCo, Inc.*

June 2016 - December 2016

- Assisted engineers & product managers in feature discussion and implementation to ensure our user base received engaging and bug-free content
- Implemented new content efficiently using Lua, JSON and G Suite while also improving upon current and future release plans
- Collaborated in weekly agile scrums with game designers, product managers, artists, and animators to deliver quality content to users
- Managed content release pipeline for two shipped titles on both iOS and Android

## EDUCATION

**App Academy** - Rigorous 1000-hour software development course with <3% acceptance rate

**University of California, Davis** - Bachelors of Sciences, Economics