

# David Woo

## Software Engineer

Leonia, New Jersey

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## SKILLS

**Proficient:** Javascript, Node.js, React.js, Redux, Git, Express, Sequelize, HTML5, CSS3

**Knowledgeable:** PostgreSQL, Mocha, Chai, Heroku, Webpack, Material UI

**Familiar:** Travis, Framer-Motion

## EDUCATION

**Fullstack Academy Coding Bootcamp - Flex Immersive** | New York, NY

Apr 2022

*Certificate in Software Engineering*

**Rutgers University** | New Brunswick, NJ

May 2016

*Bachelor of Science in Chemical Engineering*

## TECHNICAL PROJECTS

**UNPLGD** | Developer | [github.com/daviddwoo/unplgd](https://github.com/daviddwoo/unplgd) | [graceshopper-unplgd.herokuapp.com](https://graceshopper-unplgd.herokuapp.com)

Fullstack e-commerce website for selling acoustic instruments, such as guitars, drums, and cellos

- Integrated guest and user shopping cart functionality for adding/deleting/editing items
- Implemented checkout process for cart items utilizing the Stripe API through checkout sessions
- Designed and built entire UX/UI for guest and user shopping experience
- **Technologies:** React, Redux, Express, Sequelize, Node.js, PostgreSQL, Stripe API

**Podify** | Developer | [github.com/daviddwoo/podify](https://github.com/daviddwoo/podify) | [podify-fsa.herokuapp.com](https://podify-fsa.herokuapp.com)

Fullstack application that allows users to play, search, and add timestamps/comments to their favorite podcasts. Implemented the following:

- Integration of Spotify OAuth and acquisition of user access token to retrieve data from Spotify API
- Redux store and action creators / thanks for asynchronous calls to backend server
- Single Podcast page with timestamp, commenting and like/dislike functionality
- **Technologies:** React, Redux, Express, Sequelize, Node.js, PostgreSQL, Spotify API

**Conductor** | Sole Developer | [github.com/daviddwoo/conductor](https://github.com/daviddwoo/conductor)

Web-based game where character movement is controlled by hand motions detected in the webcam

- Utilized Teachable Machine to train image classification models based on TensorFlow.js technology
- Built game layout, player, platforms, and physics using the Phaser 3 framework
- **Technologies:** Teachable Machine, Phaser 3, TensorFlow.js

## WORK EXPERIENCE

**Minaris Regenerative Medicine** | Allendale, NJ

Mar 2019 – Present

*Validation Specialist*

- Worked as a liaison for multiple departments in providing technical knowledge on manufacturing equipment, creating user requirements specifications and performing gap analysis
- Developed IQ/OQ/PQ documents and final reports for over 20 cell therapy equipment qualification
- Assisted in computer system validation processes for Part 11 verification

**Allergan** | Branchburg, NJ

Feb 2017 – Feb 2019

*Quality Engineer I*

- Worked as the sole engineer to qualify over 15 laboratory equipment used in quality control processes
- Engaged in Engineering Change Controls for updating SOPs and validation documentation