David Ko

Software Engineer | Full Stack Developer

Boston, MA

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Languages

- JavaScript
- Ruby
- HTML
- CSS
- Python
- Java
- Bash
- VBA

Libraries

- jQuery
- Scss
- Bootstrap
- highlight.js
- React.js
- Express.js
- PostgreSQL
- Rails
- SQLite
- Flask

Technologies

- Atom
- Git/Github
- VSCode
- Ajax
- Node.js
- handlebars
- Grunt
- cURL
- Vim

Interests

- Smite
- Warhammer II
- XCOM 2
- Cooking
- Football

Summary: I am a software engineer focusing in web development. My passion for continuous improvement and teamwork helps me create applications that are functional and modular.

Projects

Full Stack LetterBox: A Cat Based Blogspot

- Skills used include: JavaScript, jQuery, Handlebars, Bootstrap, HTML, CSS, Express.js, Chart.js, Math.js, MongoDB
- Envisioned a responsive user-friendly blogsite that allows users to Create, Read, Update, and Delete owned resources
- Coordinated with team to plan wireframes and entity relationship diagrams for the project
- Engineered Handlebars template for dynamic HTML generation
- Consolidated code into reducable and modular bits for future improvement

Full Stack Brain Age Remake

- Skills used include: JavaScript, Ruby, Ruby on Rails, jQuery, Bootstrap, HTML, CSS, Chart.js, Math.js, Handlebars.js
- Envisioned a responsive user-friendly game that helps people think faster with more play
- Implemented a Procedural Generation Algorithm that produces multiple choice logic
- Generated code efficiencies by capitalizing on Node packages, such as Math.js and Chart.js
- Mapped the relationship resources for MVC [Model View Controller] using Ruby on Rails
- Authored custom routes and serializations

Full Stack Tic-Tac-Toe

- Skills used include: JavaScript, jQuery, Bootstrap, HTML, CSS, Ajax, Ruby, Ruby on Rails, Highlight.js
- Refactored game logic to utilize recursion and dynamic programming ideas
- Includes a demonstration of how the recursive algorithm works
- Developed layout to add scalability to the web application
- Implemented Responsive-Design and Mobile-Design ideas

Front End Card Memory Game

- Skills used include: JavaScript, jQuery, Bootstrap, HTML, CSS
- Planned file and resource architecture, which includes gathering information from key stakeholders and executing on given feedback
- Refactored game logic to optimize runtime
- Developed layout to add scalability to the web application
- Implemented Responsive-Design and Mobile-Design ideas

Work History

General Assembly *Boston, MA*   2019 - Present
Web Development Immersive Fellow

- Full time 500+ Web Development Immersive Program
- Completed four Full-Stack web applications
- Developed with JavaScript, Ruby, and associated libraries/frameworks
- Worked in a team with Agile software development methods

Education

University of Massachusetts, Amherst   2013 - 2015

- Computer Science coursework includes classes in Java, Data Structures, Data Science, Game Design, and Information Technology
- General coursework includes classes in Finance, Accounting, Operations Management, Statistics, Calculus