

# Deric Lee

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**SKILLS** React, Rails, JavaScript, Python, Ruby, jQuery, Redux, TDD, HTML5, CSS3, SQL, Git, Node.js, MongoDB

## PROJECTS

**Airdnd** (JavaScript, Ruby on Rails, HTML5, CSS3, Webpack, Bcrypt)

[Live Site](#) | [Github](#)

*An Airbnb inspired application that allows users to create and view room listings and make reservations*

- Developed a flexible RESTful API with CRUD functionality while retaining abstraction for unclassified data
- Evaluated Rails endpoints with Rails console and Postman to verify correct query request and response
- Initiated dynamic components such as a modal template and error handling message with React and Redux to be utilized across the site's form pages providing reusability and customization
- Employed CSS Box Model, Layout techniques, and Pseudo-classes to mimic the page designs on the live Airbnb website
- Integrated Amazon Web Services (AWS) with ActiveStorage to display photos for listings and user profiles and set default images in the absence of user-uploaded photos, maintaining an aesthetic user-interface (UI)

**Smooth** (ReactDND, Chart.js, Google Maps API, Swiper, Webpack, NoSQL, Render, Figma)

[Live Site](#) | [Github](#)

*Interactive and easy-to-use application to build travel plan itineraries*

- Collaborated with a team of 4 other software engineers, utilizing efficient git and pull request workflow in order to minimize potential merge conflicts
- Pair-programmed with teammates, employing code review, breakpoints, and console logging, to troubleshoot and resolve bugs
- Formulated validation functions utilizing the validator.js library to ensure the integrity of incoming data before database storage
- Tested MongoDB endpoints with Postman to validate proper query requests and JSON responses
- Constructed custom backend routes using Express.js library to streamline an efficient search functionality
- Overhauled itinerary API by refactoring backend actions and frontend components to allow for persistence of itinerary data, enhancing accessibility and overall user experience (UX)
- Designed Mongoose schemas to dynamically update event attributes such as average rating, simplifying frontend fetch actions

**Enter the Hollow** (Javascript, Canvas, Vanilla DOM)

[Live Site](#) | [Github](#)

*2D rogue-like survival game where the player is given choices of power-ups to survive a timer*

- Employed object-oriented programming (OOP) to expand potential game options by introducing distinct, but flexible attributes to game units, player abilities, and player ability choices
- Built and refactored custom class functions to implement additional game features such as pause, play-again, and endless mode
- Incorporated sprite assets to animate unit movement and simulate realistic user interactions
- Created a game HUD using vanilla DOM manipulation techniques to provide user readability for essential game data such as health, abilities acquired, timer, and level-experience bar

## EXPERIENCE

**Tiret & Co, CPA**

**South San Francisco, California**

*Senior Tax Associate*

November 2019 – October 2022

- Managed 300 engagements annually from inception to delivery while meeting firm, inflexible deadlines
- Optimized financial datasets to maximize client tax savings on average net incomes of \$500K
- Delved complex code regulations written in esoteric language to maintain work conformity and technical proficiency
- Liaised with 200 clients, annually, and taxing authorities to ensure compliance with regulations and resolves inquiries
- Generated dynamic spreadsheets to create customized projection models and forecast budgetary needs and expenses

## EDUCATION

**App Academy**

**San Francisco, California**

*Curriculum of Study in Full-Stack Web Development (Ruby on Rails and JavaScript)*

January – April 2023

**University of California, Los Angeles**

**Los Angeles, California**

*Bachelor of Arts in Business Economics (Concentration: Finance and Accounting)*

Class of 2016