

PAUL CHO

213-268-4316

paulseokcho@gmail.com

[LinkedIn](#)

[Github](#)

[Gitlab](#)

San Francisco Bay Area

SKILLS

Java 8 (Spring Boot), JavaScript, Python, React.js, Redux, Node.js, Ruby on Rails, GraphQL, PostgreSQL, MongoDB, Docker
Working knowledge: Kubernetes, AWS, Azure, Jenkins

SUMMARY

I have experience in building fullstack features and taking it through production to deployment. I have worked in agile software development and practiced scrum methodologies. Some of the technologies I have used include Java, Spring Boot, Node.js, Rails, React.js, and vanilla JS. I have used both noSQL and SQL databases in the past, and I am currently learning containerization and DevOps. I have a working knowledge of Docker, cloud deployment services, and bash scripting, and I continue to seek out new technologies and skills on a daily basis.

EXPERIENCE

Software Engineer (Fullstack)

Jan 2020 - Present

Nisum

- Designed backend and frontend architecture and infrastructure for an internal onboarding application.
- Collaborated with team members to build the application from the ground up, including devops pipeline and cloud deployment.
- Participated in product demos to management to ensure that the application was meeting the functional and technical requirements. Took new MVPs back to the drawing board for development.
- Designed backend and frontend architecture and infrastructure for an internal cross technical-stack training application.
- Utilized Gitlab's API to draw commit history and contribution statistics to create a leaderboard for how much an individual has worked on the open-source application.
- Conducted peer code reviews and approved merges for frontend PRs and contributed to the backend business logic.
- Met deadlines for user stories and contributed to weekly retros.

Technical Admissions Specialist

Aug 2019 - Dec 2019

App Academy

- Conduct technical and behavioral interviews for App Academy applicants.
- Direct mock interviews and provide instruction on data structures, algorithms, and interviewing techniques for bootcamp prep graduates.
- Provide feedback on the interview process or program curriculum.

SIDE PROJECTS

Asauna (Ruby on Rails backend, React/Redux frontend, PostgreSQL, HTML5, SCSS)

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

Productivity and task management web application.

- Utilized the BCrypt hashing function which incorporates salts with hashing for custom user authentication.
- Controlled visibility of modal components using redux state.
- Utilized callbacks and promise chaining to work around asynchronous functions.
- Programmed task-clearing animation with vanilla JS using DOM manipulation, HTML5, and CSS.

MuseRuse (JavaScript, Canvas, HTML5, CSS)

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

Rhythm-based game. Notes slide down a series of six columns, each corresponding to a key on the keyboard. In unison with the music tempo, the player must hit the key just before the notes hit the bottom of the column.

- Created pseudo-columns for each key by instantiating multiple overlapping canvases with different id attributes.
- Populated notes with a set velocity to re-render at a new position on canvas per frame update.
- Removed notes on key press by checking the height of the note and manipulating DOM event listeners to clear the canvas.

EDUCATION

App Academy - Immersive software development course with focus on full stack web development (August 2019)

University of California, Berkeley - BS - Biology (May 2015)