

PAUL CHO

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[LinkedIn](#)

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SF

SKILLS JavaScript, React.js, Redux, Node.js, Express, Ruby /on /Rails, Ruby, SQL, jQuery, Git, HTML5, CSS

EXPERIENCE

Technical Admissions Specialist

Aug 2019 - Present

App Academy

- Conducted technical and behavioral interviews for App Academy applicants.
- Directed mock interviews for bootcamp preparation graduates.

Clinic Manager

Aug 2018 - Feb 2019

Lead Medical Assistant

June 2015 - Aug 2018

Medical Assistant

June 2015 - May 2019

Pain and Rehabilitative Consultants Medical Group

- Managed a department of 20 medical staff. Developed clinical manuals and trained medical assistants.
- Implemented billing compliance protocols for LC-MS/MS urine drug testing under Medicare guidelines, decreasing claim denials by over 90%.
- Supervised pharmacy operations and ensured compliance to Medical Board of California and Board of Pharmacy regulations.
- Ensured company-wide adherence to new healthcare legislation and best clinical practice.

PROJECTS

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

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

Productivity and task management web application - Asana clone

- Utilized the BCrypt hashing function which incorporates salts with hashing for custom user authentication.
- Programmed modal reducers to manage the modal state to conditionally show specific modals.
- Utilized callbacks and promise chaining to work around asynchronous functions.
- Programmed task-clearing animation with vanilla JS using DOM manipulation, HTML5, and CSS.

Liftur (Node.js and Express backend, React/Redux frontend, MongoDB, HTML5, CSS)

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

Mobile web application that produces a fitness plan based on user goals and experiences.

- Generated JSON web tokens by signing and verifying JWTs with a randomly generated private and public key respectively, which removed the need to store sessions in the server.
- Implemented route utilities for protected and authenticated frontend routes by extracting the login status from the state and redirecting the user appropriately if not logged in.
- Designed seed data with identifiable keys to filter fitness plans based on user input.

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)