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Eugene Kwon

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GitHub: github.com/ekwon86
Portfolio: eugenekwon.com

Technical Skills

Strong: Javascript, jQuery, VueJS, Angular, React, Object Oriented Programming, Sass, HTML5, CSS3, Bootstrap

Experienced: NodeJS, MongoDB, Express, Typescript, PHP, MySQL, Heroku, Webpack, Version Management, Wordpress

Applications Developed

Genkiyaki Website [live](#) | [github](#)

- Independently developed custom website for a client utilizing the **Angular (4)** framework.
- Utilized the **Heroku** command line interface (CLI) to test and deploy website.

Web Portfolio [live](#) | [github](#)

- Portfolio page to showcase short biography, skills, projects, education, and experience.
- Built from scratch primarily utilizing the **VueJS** library and **Sass** to style the page. Used the Vue command line interface (CLI) to create a local development server and bundle the application for deployment

Tic-Tac-Toe [live](#) | [github](#)

- A tic-tac-toe game created with dynamic board size and variable win conditions, created with a team of three developers while attending LearningFuze Web Development Bootcamp.
- Used **HTML5** to create a basic skeleton of the website, **CSS3** to apply styling, **Bootstrap** to make the game responsive, and a combination of **Javascript** and **jQuery** to build auxiliary functions as a **Frontend Developer** and **UI/UX Designer**.

Memory Match [live](#) | [github](#)

- A themed memory match game with a responsive game field that tracks accuracy, guesses, and statistics created independently while attending LearningFuze Web Development Bootcamp.
- Utilized **HTML5** to create a basic skeleton of the website, **CSS3** to apply styling and animations, and a combination of **Javascript** and **jQuery** to give the game functionality. Some of said functionality includes DOM interactivity and manipulation, manage animation states, handled game logic and win conditions, and tracking game statistics.

What's For Lunch? [live](#) | [github](#)

- An application developed in a team of six developers that calls the FourSquare API via **AJAX** calls and displays a list of ten restaurants closest to the user's location while attending LearningFuze Web Development Bootcamp.
- Assumed the role of the **UX/UI & Front-End Developer**

Professional Experience

Laser App Software / iPipeLine - Front-End Developer / Associate, UI Developer

Ontario, CA 2016 - Present

- Update existing internal company tools
- Templatized micro sites for sales campaign to push existing products
- Created an internal tool to automate new client creation utilizing NodeJS and Salesforce API
- Worked with senior Back-End developer to create an account opening integration tool using VueJS

Demolition Services - Project Manager/Estimator

Anaheim, CA 2013 - 2016

- Consistently met or exceeded sales quotas, leading to promotion to Lead Estimator role after one year.
- Managed large-scale demolition projects valued at \$500,000 or greater.
- Primary point of contact with clients during project implementation to mediate and address issues and concerns.

Education

LearningFuze Web Development Bootcamp

Irvine, CA 2016

- Accelerated Software Engineer Program
- 700+ hours of full-immersion software development

California State University, Fullerton

Fullerton, CA 2010

- BA International Business
- Language Concentration in Japanese