Garon Fok

fokgaron@gmail.com · https://linkedin.com/in/garonfok · https://github.com/garonfok

Work Experience

Software Engineer Nov 2022 - Mar 2023
FreeAgent CRM *Campbell, CA*

- Developed features for customer relationship management system using React, JavaScript, GraphQL, and Postgres.
- Conceptualized e-commerce and data management features by coordinating and communicating with company clients.
- Reduced the amount of time for client to generate staff information report by 75% by using React to build a scalable application for automated user PDF report generation.
- Modernized email API by adding support for image file attachments and template formatting using JavaScript and GraphQL.

Software Engineer Intern Mar 2022 - Nov 2022
Illiac Software *Champaign, IL*

- Coordinated with Agile team to build features for web-based learning platform in preparation for major release.
- Developed REST API for users to send/receive messages to each other using PHP, Laravel, and Postgres.
- Improved user navigation by developing a dynamic and responsive notification system using React, Redux, and TypeScript.
- Ensured app stability and functionality by writing unit and end-to-end tests using Cypress.
- Feature releases resulted in an improved education platform that increased user count by 25%.

Quality Assurance Engineer Intern Oct 2019 - May 2021
Illiac Software *Champaign, IL*

- Conducted user tests on Windows, MacOS, and ChromeOS for performance, stability, and navigability.
- Enabled tracking and identification of issues by documenting bugs in Jira.
- Prepared release of platform for iOS and iPadOS by identifying performance bottlenecks based on CPU architecture.

Projects

Sheet Music Library Desktop Application *https://github.com/garonfok/blackbird*

- Built desktop application for Windows and MacOS for managing digital sheet music using TypeScript, React, NodeJS, Sequelize, and SQLite.
- Designed file cataloging system that utilizes piece metadata to allow users to search for music with refined search parameters.

Minecraft Block Art Generator *https://github.com/garonfok/blockulator*

- Created web application for generating Minecraft block art from images using React, TypeScript, Java, and Spring.
- Designed REST API for converting blocks to pixels by mapping RGBA values of pixels to nearest average block color

Homelab

- Manage a home lab to broaden my knowledge of computer science and system design.
- Run services such as a NAS, VPN, proxy management, server hosting, and local media streaming using Linux, Docker, Traefik, and Proxmox hypervisor.

Technical Skills

Programming Languages	JavaScript, TypeScript, Python, Java, MySQL, PostgreSQL
Frameworks/Libraries	HTML/CSS, SASS, React, GraphQL, TailwindCSS, NodeJS, Spring, Redux, ElectronJS
Tools/Platforms	Linux, Docker, Jira, AWS EC2, Git, Gitlab, GitHub, Bitbucket

Education

University of Illinois at Urbana-Champaign May 2021
Bachelor of Music Education *GPA: 3.94*
Highest Honors, Dean's List