

Joseph Kim

gyuhankim@gmail.com

917-715-3735

Atlanta, GA

FULL STACK WEB DEVELOPER

github.com/gyuhankim

linkedin.com/in/joseph-kim-1b4ba6125

josephkim.me

Summary

Full stack developer candidate skilled in writing, clean, testable code. Proficient in mobile-first responsive design and test-driven development. Experience with modern tooling and excited to learn the right tools for the job.

Skills

Advanced: JavaScript, React, Redux, Node.js, MongoDB, jQuery, ES6, REST APIs, HTML5, CSS3, Git, GitHub.

Proficient: PostgreSQL, Python, Flask, C#, Unity3D, TDD with Mocha, Chai, Enzyme and Jest, NPM, webpack and Browserify.

Expert: Written & verbal communication, project management, wireframing and storyboarding.

Projects

Full Stack Developer, LaunchPad.gg - <https://mysterious-sands-19667.herokuapp.com/>

Node, React, Redux, MongoDB, IGDB API

A full stack website designed to be the singular source for upcoming video game releases. Users can sign-up/log-in to add games to the "Favorites" list for easy viewing and date tracking.

Full Stack Developer, Karpül - <http://karpul-client.surge.sh/>

Node, React, Redux, MongoDB, Mapbox API

Karpül is a webapp built to help users find nearby carpools and host new carpools. Utilizing Mapbox's API and toast notifications, nearby pickup points, destinations, carpool schedules and alerts are easily viewable.

Full Stack Developer, KNOW(tation) - <https://mighty-anchorage-60704.herokuapp.com/>

Node, React, Redux, MongoDB

An interactive, spaced-repetition learning app to teach users about Big O Notation and the operational complexities of various well-known sorting and searching algorithms. The database (MongoDB) was built to simulate a linked list data structure.

Front End Developer, S4 - <https://intense-thicket-25944.herokuapp.com/>

React, Redux

A simple webapp to display custom messages on-screen while screen sharing. Lightweight, responsive and customizable with various color themes to choose from.

Game Developer, CubesRedux - <https://www.youtube.com/watch?v=PW1Rd4iuDz8>

C#, Unity3D

A hybrid rhythm / endless runner game where you control a cube to dodge incoming obstacles to the beat of the music.

Experience

Project Manager, Halo Media

Jan 2017 - May 2018

New York, NY

- First point-of-contact to kick off both in-house projects and projects for Fortune 500 companies.
- Translate client vision into manageable deliverables, following AGILE best practices, by breaking down into epics and stories.
- Coordinate resources during project lifecycle to ensure delivery is on track with timeline.
- Lead daily SCRUMs and post-mortems to review successes and missteps and to promote team alignment.

Freelance 3D Modeler, Self Employed

June 2017 - Present

Atlanta, GA

- Using Blender, built hard-surface models of transport vehicles for University of Wisconsin.
- Eliminated all mesh inconsistencies and triangulated vertices to allow for realistic physics simulations.
- Produced models within polycount budget while maintaining a high level of detail.

Education

Software Engineering

Thinkful

