Henry Ryu

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SKILLS

Ruby, Ruby on Rails, MERN(MongoDB, Express, React.js, Node.js), Redux, JavaScript, jQuery, SQL, Git, HTM5, CSS3

PROJECTS

Chicken Tinder - Fullstack Project Live Site | Github

A web app to help a group or couple make decisions on restaurants or bars. Built on React/Redux frontend, and MERN backend.

- Improved user experience by implementing a fully responsive, device-agnostic design using media query and flexbox
- Removed unnecessary scrolling for users by creating a custom modal framework using flux architecture.
- Integrated Mapbox API with custom search functionality to dynamically present business locations based on the current coordinate associated with a neighborhood in San Francisco.
- Achieved secure user authentication by Implementing local strategy with Passport.js, using BCrypt for password hashing.
- Incorporated React-Redux container to architect highly scalable and uni-directional front-end state management.

Yocal - Fullstack Project Live Site | Github

A clone of Yelp built using React/Redux frontend, a Ruby on Rails backend, and a Postgres database.

- Incorporated real data from Yelp Fusion API into the project's database to ease off the data seeding process.
- Integrated Google Maps API with geolocation-based searching to display the location of businesses on a map.
- Enabled users to search by a business or category name by implementing auto-complete search bars with native JavaScript.
- Built out numerous React Components including forms, carousels, business list items, and business reviews.
- Built full user authentication for signup/login using BCrypt.
- Utilized AWS S3 and Active Storage for security and scalability and built a user interface that users can upload photos.
- Optimized database usage by eliminating N+1 queries, writing SQL queries and reducing server load through the utilization of Active Record associations.

3D Path Finder - Javascript Project Live Site | Github

A single page app that visualizes path finding algorithms built on Vanilla JavaScript, CSS, and HTML.

- Utilized pure CSS and HTML to build three-dimensional board and tiles for improved visualization.
- Built a tree data structure to find the shortest path from the start node to the end node by implementing different types of algorithms.

Radiology Cases Project

Software Engineer (Pro Bono), 5/2019 – Present

- Built website from the ground up with React and NodeJS that shows case studies designed to mimic a real working environment for radiologists.
- Implemented reusable UI components and developed features to display thousands of x-rays images with annotations.
- Planned project scope and features with the client for incremental rollout.
- Used GitHub for version control and collaboration across the team.

EXPERIENCE

GIS(Geospatial Information System) Editor

Apple, Nov 2018 - Dec 2019

- Created custom SQL queries to manipulate digital land data in GIS databases using PostgreSQL and QGIS.
- Utilized SQL data type validation to perform quality assurance and quality control of geospatial data collection.

GIS Technician

Ecocity Builders, Sep 2017 - Jan 2019

Responsible for GIS technical support such as data management and creating web apps as projects' outcomes

- Created an interactive web map using Python, ArcGIS, and Mapbox as a project outcome.
- Utilized Python scripting to automate GIS workflows, reducing metadata production time by 2 days.

EDUCATION

App Academy - *Immersive software development course with a focus on full-stack web development (Spring 2020)*

University California @ Berkeley - *Master - City Planning (Fall 2017)*