

Henry Ryu

(510) 679-9817 hkryucr@gmail.com [LinkedIn](#) [Github](#) [Portfolio](#) San Francisco / Bay Area

SKILLS Ruby, Ruby on Rails, MERN (MongoDB, Express.js, React.js, Node.js), Redux, JavaScript, jQuery, SQL, Git, HTML5, CSS3

PROJECTS

Chicken Tinder - Fullstack Project (MERN, Redux, JavaScript, CSS, and HTML)

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

A web app inspired by Tinder to help groups make decisions on restaurants or bars.

- 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 shown neighborhood on the map.
- Implemented secure user authentication by utilizing local strategy with Passport.js and BCrypt for password hashing.
- Architected highly scalable and uni-directional front-end state management by incorporating React-Redux container.

Yocal - Fullstack Project (React/Redux, Ruby on Rails, and Postgres database)

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

A clone app showcasing the major features and functions on Yelp.

- Merged real data from Yelp Fusion API with the project's database to make the data seeding process more efficient.
- Integrated geolocation-based searching with Google Maps API to display the location of businesses on a map.
- Maximized user experience by front-loading search keywords within auto-complete search bars with native JavaScript.
- Constructed numerous React components including forms, carousels, and reviews to imitate Yelp's interface.
- Created function where users can upload photos by utilizing AWS S3 and Active Storage for scalability.
- Optimized database usage by eliminating N+1 queries within Active Record associations.

3D Path Finder - Javascript Project (Vanilla JavaScript, CSS, and HTML)

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

A single page app that visualizes path finding algorithms.

- Applied pure CSS and HTML to build a 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), May 2019 – Aug 2019

- Built website from the ground up with React and Node.js 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.

- Manipulated geolocation data using Python to curate an interactive web map in ArcGIS.
- Reduced metadata production time by 2 days by employing Python scripting to automate GIS workflows.

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)