Henry Ryu

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Summary

Software Engineer seeking to build fast and functional products with great user interfaces. Experienced in **JavaScript, React.js, Redux, Node.js, Ruby on Rails, MongoDB, Express.js, jQuery, SQL, HTM5, CSS3, and Git.**

SOFTWARE ENGINEERING PROJECTS

Eat Together - Software Engineer (React/Redux, JavaScript, Node.js, MongoDB, Express.js, CSS, and HTML)   Live Site |
Github

A web app to help groups match everyone's dietary preferences and location to restaurants and bars
- Architected SPA (Single-Page Application) using best practices in state management by incorporating React with Redux
- Implemented fully responsive, device-agnostic front end web page using React, CSS flexbox, and media queries
- Integrated search feature with Mapbox API to show business locations in a map view
- Constructed user authentication with Passport.js and BCrypt for password hashing
- Conducted code reviews and assisted other team members with building UI

Yocal - Software Engineer (React/Redux, Ruby on Rails, and Postgres database)   Live Site | Github
A clone app showcasing the major features and functions on Yelp
- Produced reusable react components to mimic Yelp's design system
- Integrated Yelp Fusion API with Ruby on Rails backend to display restaurants
- Implemented a fast search feature that auto-completes by front-loaded results and filtering by Regular Expressions
- Developed feature for users to upload their images to the AWS S3 backend that is optimized with Active Storage

Radiology Cases Project - *Software Engineer,* 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

3D Path Finder - Software Engineer (JavaScript, CSS, and HTML)   Live Site | Github
A single page app that visualizes path finding algorithms
- Implemented efficient algorithms such as Dijkstra's algorithm to find the shortest path of nodes
- Created an easy-to-understand visualization to display the shortest path using javascript and CSS

EXPERIENCE

GIS (Geospatial Information System) Editor
Contractor, Apple, Nov 2018 - Dec 2019
- Generated geospatial data from multiple data sources in accordance with project-specific guidance
- Wrote custom SQL queries to generate and manage GIS databases using PostgreSQL
- 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 60% with automated GIS workflows in Python

EDUCATION

App Academy - *Immersive software development course with a focus on full-stack web development (Spring 2020)*
University California, Berkeley - *Master of City Planning   (Fall 2017)*
Hongik University - B.S. Urban Engineering   (Spring 2015)