HOJUNG CHA –software engineer–

(949) 702-0026   HOJ0210@gmail.com   Los Angeles, CA.   **PORTFOLIO   GITHUB   LINKEDIN**

SKILLS

JavaScript, React, Redux, HTML, CSS, Ruby, Ruby on Rails, Mongoose, MongoDB, Node.js, Express.js, SQL, SQLite3, PostgreSQL, Webpack, jQuery, Git, Heroku, RSpec, Capybara, Google Maps API, Amazon Web Services(AWS)

PROJECTS

WELP (Ruby on Rails, React, Redux, HTML5, PostgreSQL, CSS3, AWS, Heroku, Webpack)   **live** | **github**
A Yelp clone that serves as a platform for users to search through businesses and interface with features such as reviews and ratings.
- Leveraged BCrypt to create secure encryption for passwords and validate user credentials in both frontend and backend.
- Integrated AWS to store pictures of the businesses in a third-party cloud platform, saving storage space and memory for the application itself, resulting in faster load times and responsivity.
- Structured backend responses to HTTP requests with jbuilder to format data with an intention as a JS object, for easy consumption and incorporation on the frontend in the redux store and the connected components.

FIT2ME (MongoDB, Mongoose, Express.js, React / Redux, Node.js)   **live** | **github**
A MERN stack project that aids fitness-seekers to find personal trainers online, reserve workout sessions, and leave reviews.
- Created axios requests in the frontend to retrieve information from the backend in linear time complexity to efficiently search through data and substantially reduce client side runtime.
- Constructed custom logic to filter out the available workout dates and account for time conflicts heavily reliant on the manipulation of ternary operations.
- Crafted each page with the structural HTML architecture for optimal use of CSS and SCSS to position elements with precision and ensure an effective user experience (UX).

Space Escape (Javascript, Tone.js, Canvas)   **live** | **github**
A Javascript game where users must press the right key at the right time to hit notes and destroy spaceships.
- Calculated logic based on JavaScript's implementation of time and asynchronous flow to ensure game elements move with precision and uniformity so that the app runs bug-free.
- Designed the logic to store the exact bricks that were being rendered on the canvas at each given moment into an array data type, pushing and removing the brick objects from the array as it comes into and out of view of the canvas, therefore making the search through the bricks a lot more efficient by reducing the data to one-eighth.
- Demonstrated different levels for the game by integrating 'if' conditional logic to allow users to have more dynamic options.

EXPERIENCE

STEM Department Director

Modus Education   Jan 2015 - Current
- Created math and science curriculums for the ACT and SAT programs by producing 200+ sample problems, effectively reconciling the cost for purchasing a separate curriculum by approximately 30%.
- Trained and taught the curriculum to three other employees and delegated 16+ students among them, which increased the efficiency of class turn-time to three students for every hour, accelerating the revenue of income by 20%.
- Mediated and resolved conflicts that arose in council meetings with clients, restructured the career/academic path for the 75+ students to best fit their respective needs and potential, which increased the academy's popularity in the city of Irvine.
- Instructed 100+ high school students in all math and science courses, including but not limited to, AP Calculus (AB & BC), AP Chemistry, AP Physics, AP Biology, and AP Statistics.

EDUCATION

Web Development - App Academy   Feb 2020
- *Immersive software development program with a 3% acceptance rate that focuses on full-stack web development, which entailed 1000+ hours of coding; Intro to Javascript I & II*

Continued Education - California State University, Long Beach   Jun 2017
- *Mechanical and Aerospace Engineering*

BA Education - University of California, Berkeley   Jun 2013
- *Bachelor of Arts in Integrative Biology*