

HOJUNG CHA

(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.js, Redux, HTML5, PSQL, CSS3, AWS, Heroku, Webpack, Back End, Front End)

live | [github](#)

A Yelp clone that serves as a platform for users to search through various 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.
- Something about the search capability (RESTful API)
- Demonstrated the utility of AWS by integrating it to the functionality, allowing users to upload images directly into the app.
- Built fully functional features that utilized CRUD capability which creates re.
- Something about google maps--not yet, after applying.

FIT2ME (MongoDB, mongoose, Express.js, React / Redux, Node.js, Back End, Front End)

live | [github](#)

A MERN stack project that aids fitness-seeking users to find their personal trainers online and reserve to have workout sessions, and leave reviews of the trainers.

- Created axios requests in the front end to retrieve information from the backend with the time complexity of $O(n)$.
- Mastered mongoose and MongoDB to generate search capability based on the selections that the user specifies, creating efficiency increase by about 2 times.
- Debugged the issues that were caused by the data being sent to the backend, fixed the issue so that when the axios calls are requested, the back end brings back data in the correct format.
- Reservation feature...
- Invested more than 4 hours each day for a week to use CSS and SCSS to structure each page of the website consistently and stylishly.
- Took just four days to learn a new stack, applied it with three other partners to accomplish building out the four features for the project in one week.
- Supported the teammates when they needed assistance with debugging or brainstorming for logic to write the right codes to get the right information from the MongoDB back end. Mediated situations when problems arose within team members, suggested consolidation and work cooperatively.

Space Escape (Javascript, Tone.js, canvas)

live | [github](#)

A Javascript game that allows UI where if the right key is pressed at the right time, the spaceship is destroyed and a note is played.

- Assimilated vanilla javascript to create the game, distinguished different components of the game into files according to their functionality and their relation to the game itself, and manipulated event listeners which grants the users to respond to the game.
- Calculated and divided the time meticulously in order for the blocks to be dropped in a uniform and consistent manner, so that the setTimeout and the asynchronous behavior of javascript will not create any discrepancy when performing and create a bug-free environment.
- Concentrated on the frontend Javascript and explored Canvas as the main tool to render the images on screen, and instilled setTimeout and clearInterval to start and end the game.
- 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.
- Installed Tone.js, an external Javascript library, onto the program so that on the event that the user clicks on the specific key, the note contained in the brick is played if the brick is located on the specific/correct position in the canvas.
- Endorsed different levels for the game by writing 'if' conditional logic, and created flag attributes in the class to inspect whether the user has succeeded to the next level or wants to try again, creating a more dynamic game by 20%.

EXPERIENCE

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%.
- Micro-managed the students' STEM courses and ensured that their GPA stayed above 3.50, helping 75+ students to get accepted into colleges that they desired.
- 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.
- Initiated and facilitated the STEM department in the academy, focusing solely on students' growth and improvement in their STEM courses and projects and succeeded in passing 50+ students in all their STEM courses.

Legal Assistant

Law Offices of Richard D. Hoffman

Mar 2014 - Dec 2014

- Implemented a new filing system in the office during the second week of work, which substantially increased the efficiency in sorting out the clients' cases and alleviated issues from data filing.
- Promoted to a paralegal position after one month, handled personal injury cases of 25+ clients by organizing hospital and court appointments, contacting 10+ insurance adjusters per day to discuss clients' respective claims and dispute liability.
- Disputed settlement offers with insurance adjusters and negotiated to maximize the profit for the office and the clients by \$20,000 per case at times.

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*

BA Education - University of California, Berkeley

Jun 2013

- *Bachelor of Arts in Integrative Biology*