CHRIS HONG

San Francisco Bay Area, CA   hongchris96@hotmail.com   Portfolio   LinkedIn   Github

SKILLS

JavaScript | **React** | **Python** | **Go Programming Language** | **HTML** | **CSS** | **SQL** | **PostgreSQL** | **Git** | **Frontend** | **Backend** | **Fullstack Web Development** | **Axios** | **Ruby on Rails** | **Nuxt.js** | **Vue.js** | **Webpack** | **Redis** | **Elasticsearch** | **AWS** | **MongoDB** | **Express.js** | **Node.js**

EXPERIENCE

Backend Service Engineer

Illfonic, LLc.   Sep 2021 - Dec 2024

- Revamped and expanded internal Frontend Dashboard using **React**, **JavaScript**, **HTML**, **CSS**, improving load times and usability for internal teams.
- Built Frontend prototypes with **Nuxt.js** and **Vue.js**, accelerating early-stage design iterations and improving user adoption.
- Optimized and maintained Backend **Go** microservices, reducing API response time by 30% and improving system scalability to support 50% more traffic.

Research Associate I

Biotium, Inc.   Feb 2019 - Jan 2021

- Conducted 300+ bioconjugation reactions, ensuring 98% customer satisfaction and driving high-quality product development.
- Led weekly Quality Control (QC) testing using ELISA, HPLC, and gel electrophoresis, achieving a 95% pass rate for viable product launches.
- Researched and improved protein stability for 100+ chromophoric conjugates, influencing the successful launch of 3 new high-brightness products with 150% improvement.

Operations Assistant

Karius, Inc.   Aug 2018 - Sep 2018

- Automated SQL data processing, generating interactive reports that improved the research team's visibility into progress.
- Streamlined internal order and shipping workflows, reducing errors and improving lab efficiency.
- Optimized interoffice mail logistics, boosting productivity by 10% through a refined delivery system.

PROJECTS

DisGuy | *(Ruby on Rails, React/Redux, JavaScript, ActionCable/Websockets, HTML5, CSS3, Webpack)*   **offline** | **github**
A full-stack, single-page web app clone of Discord (a web communication platform)

- Implemented real-time chat using **Rails Action Cable & Redis**, supporting instant message delivery for thousands of concurrent users.
- Optimized frontend data handling, reducing unnecessary **AJAX** requests and improving client-server efficiency.

Geese Shooter | *(JavaScript, HTML5, CSS3, Webpack)*   **live** | **github**
An interactive 2D shooter game built using Canvas and Vanilla JavaScript

- Implemented **HTML Canvas** to dynamically render 2D shapes and bitmap images to create visually compelling background and game characters.
- Designed real-time collision detection & physics system, enabling responsive player interactions and dynamic enemy behaviors.
- Optimized game loop performance with requestAnimationFrame, ensuring smooth 60FPS gameplay.

EDUCATION

AppAcademy - *Highly selective Full Stack Software Development program with a 3% acceptance rate.* 2021
University of California, Davis - *BS Pharmaceutical Chemistry.* 2018