

Isaac Yoon

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[PortFolio](#) | [Linked-In](#) | [GitHub](#)

Languages | Ruby, JavaScript, Python

Skills | React.js, Redux, HTML5, CSS3, Ruby on Rails, jQuery, SQL, PostgreSQL, AWS, MongoDB, Node.js, Git, Algorithms & Data Structures

Projects

DisArray | React/Redux, Ruby on Rails, PostgreSQL, HTML5, CSS3, Heroku

[LIVE-SITE](#) | [GITHUB](#) | *Inspired by Discord, a popular messaging app*

- Leveraged Rails' Action Cable and Redis to manage websocket connections for live chat functionality, allowing users to communicate in real time
- Implemented server and channel creation utilizing RESTful APIs to handle multiple CRUD operations, giving users the ability to customize their UI/UX and enhance the overall user experience
- Utilized Amazon Web Services for faster lookup on user uploaded background images
- Developed a single-page app using client-side routing with React Router, eliminating the need for page refreshes to create a seamless navigation experience

Harmony | JavaScript, React/Redux, MongoDB, socket.IO, tone.js, CSS3, Node, Express, Webpack

[LIVE-SITE](#) | [GITHUB](#) | *Interactive app that allows users to create music solo or with friends*

- Designed and implemented a database schema with MongoDB as Backend Lead to manage user information as well as music information
- Incorporated Git workflow protocols and collaborated with a team of 3 software developers
- Connected socket.IO with React/Redux to enable users to interact with other users, allowing chat functionality, music visualization, and music creation in real time
- Utilized tone.js to sample musical notes

LOGOS-word | JavaScript, HTML, CSS, Canvas, Heroku

[LIVE-SITE](#) | [GITHUB](#) | *Game to guess the missing word in bible verses*

- Applied Object-Oriented programming with unique classes to illustrate separation of concerns design, resulting in more modular code
- Manipulated text to handle overflow cases and handle pixel differences within set parameters of canvas
- Utilized a randomized index to dynamically hide a word, resulting in a unique user experience with each game
- Implemented a hint button that progressively displays the hidden word, character by character by utilizing JavaScript's slice function and caching the hidden word within Game state

Work Experience

Laboratory Technician | University of Southern California, August 2018 - November 2018

Teacher | C2 Education, Los Angeles, July 2018 - November 2018

ESL Teacher | Brittain College, Peru, May 2018 - June 2018

Staff Research Associate | University of California, Los Angeles, October 2017 - May 2018

General Chemistry TA | University of Southern California, June 2016 - August 2016, June 2018 - August 2018

Shadow & Intern | Los Angeles Cardiology Associates - Good Samaritan Hospital, August 2015 - January 2016

Education

University of California, Berkeley | B.A. in Molecular and Cell Biology emphasis in Immunology | 2011-2015

App Academy | Spring 2020