**Jae Choi**

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**Profile**

A driven Web Developer graduated from the University of Adelaide equipped with various software skills such as Java, React.js, Node.js etc, looking for an opportunity in the web development field. Always aim to deliver readable, maintainable and reusable codes, and always interested in learning new technologies. I have experience with school projects and personal projects in web application development. I work in a team without any problems.

**Technical Skills**

* Java & C++: I have done most of my work in Java and C++ at university.
* HTML 5, JavaScript, React.js, Express.js, Node.js, Angular, Ruby on Rails, p5.js, Google app scripts, MySQL, firebase and Heroku: used for school projects and personal projects
* Git: used to upload my personal projects
* Agile Framework & scrum methodology: experience with school projects

**Education**

**Certificate IV in Business BSB40215** Dec 2021

Navitas Professional

**Master of Computing and Innovation** Dec 2020

The University of Adelaide, South Australia

**Bachelor of Commerce** Dec 2018

Monash University, Victoria

**Projects**

**Portfolio Website**

Personal project

*Key learnings:*

* This is my portfolio website.
* How to make a web responsive
* Individual project
* Use React
* Link: <https://jae-portfolio.web.app/>
* Source code: <https://github.com/jae0107/portfolio>

**Zoom Clone**

Personal project

*Key learnings:*

* This is a video chat application. Users can create a meeting and send invitation to join the meeting.
* How to build a video chat application
* Individual project
* Use Express.js, Node.js, Rxjs and JavaScript
* Link: <https://shrouded-island-88990.herokuapp.com/>
* Source code: <https://github.com/jae0107/zoom-clone>

**YouTube Clone**

Personal project

*Key learnings:*

* This is a YouTube clone. Users can use their existing google account to use this application. They can enjoy the application just like they enjoy YouTube.
* How to retrieve data from YouTube API
* Individual project
* Use React, Redux, Express.js, firebase and YouTube API
* Link: <https://clone-bcd17.web.app/>
* Source code: <https://github.com/jae0107/youtube-clone>

**E-Commerce Web**

Personal project

*Key learnings:*

* This is a responsive E-Commerce web. Customers can purchase products and add them in cart.
* How to use database
* Individual project
* Use Angular, Express.js, Node.js and MySQL
* Source code: <https://github.com/jae0107/Ecommerce-App>

**Covid-19 Tracker**

Personal project

*Key learnings:*

* This is a responsive covid-19 tracker website. It shows new cases, recoveries and deaths by a country.
* How to use async and await
* Individual project
* Use React & disease.sh API
* Link: <https://covid-tracker7.web.app/>
* Source code: <https://github.com/jae0107/covid-tracker>

**Educational web application**

The University of Adelaide, South Australia

*Key learnings:*

* This web application is an educational web application like university websites. Staff can upload concepts, examples and quizzes according to the subject. Staff can also register students according to their enrolment.
* How to build a web application
* How to work in a team and how to work with a client
* Use agile methodology and develop in Ruby on Rails
* Source code: <https://github.com/jae0107/Educational-Web-Application>

**Staff Management web application based on Google API**

The University of Adelaide, South Australia

*Key learnings:*

* This is a staff management application based on Google API. If managers created a staff management spreadsheet on Google Sheet, the web application will display the organisation chart, and there is also search filter functions, and it can also generate report about departments.
* How to build a web application synchronising between Google Sheet and the website
* How to work in a team & how to work with a client
* Use agile & scrum methodology and develop in Google API
* Source code: <https://github.com/jae0107/Maptek-Staff-Management-Utility>

**Mobile tag game**

The University of Adelaide, South Australia

*Key learnings:*

* This is a tag game which can be played on mobiles, tablets and computers. It is similar to the Agar.io. The game is basically free for all. There are many items which players can get power up. When IT tags all runaways, IT will win. When runaways hit 30 scores, runaways win.
* How to build a mobile game application
* Individual project
* Use p5.js, Node.js, Rx.js and JavaScript
* Source code: <https://github.com/jae0107/Tag-Mobile-Game>