

SKILLS

PROFICIENT: React, Redux, Javascript, jQuery, Ruby on Rails, Ruby, HTML5/CSS, Node, Git, REST API, Analytics, A/B Testing, Materialize

SUMMARY

Front End Engineer experienced with technologies including React, Redux, Ruby on Rails, Javascript, APIs, and HTML5/CSS. Self motivated and a team player with full confidence to communicate workflow and build out purposeful applications. Seeking next opportunity to work in web development. Welcomes challenges with a promise to thrive and deliver superior results.

EMPLOYMENT

PRYNT

Software Developer

San Francisco
Jun 2017 to Mar 2018

- Revamped UI/UX of e-commerce site with 20,000+ monthly visitors using designs created from graphic designers
- Worked directly with product managers & marketing team to improve e-commerce sales on website
- Used various tools including google analytics, hotjar, and mixpanel to gather data on user interaction around website
- Helped improve page load time by reducing API calls used around React on Rails application
- Developed tools to help marketing team add content around website
- Communicated with developers weekly on development tasks and strategies
- Performed peer code reviews

PRYNT (INTERN)

Software Developer Intern

San Francisco
Jan 2017 to May 2017

- Maintained and updated React components and HTML5/CSS
- Assisted with implementing e-commerce analytics
- Created automation of home page layout to allow marketing team to add new pictures, titles, description, buttons, links
- Designed, drew, and animated 404 error page
- Communicated with company on work completed and future tasks
- Worked closely with developers on best practices using React on Rails

PROJECTS

Art Gallery (SOLO)

A solo project I created to showcase artwork I've done in the past using Ruby on Rails, CSS, Bootstrap, and Javascript. I implemented a carousel to give a fun visual experience for viewers. Clicking an image will open a modal that enlarges the picture and gives more information about it.

Github - https://github.com/jchoo157/art_gallery

GuideMe (TEAM)

GuideMe is a Ruby on Rails application built in eight days for travelers who would like to find a guide in a specific city. It's meant for an easy way for travelers to book a guide and communicate with them instantly. My role in this project was a full stack developer. I was responsible for creating the routes, database associations, styling, logic, and implementing various APIs including Google Maps, Yelp, and Pixabay.

Github - <https://github.com/jchoo157/GuideMe>

Veggiemon Grow (2nd Place Winner at Food Hackathon + Forum) (TEAM)

Veggiemon Grow is a web application that promotes kids to eat healthier and exercise. Kids can scan barcodes of healthy items in stores to potentially find new Veggiemon to battle and collect! Local parks and farmers markets will have special Veggiemon and points for kids to explore and earn. As a full stack developer, I helped build this website using Ruby on Rails, Javascript, Google Maps API, and Yelp API. I also created the artwork for this website.

Github - <https://github.com/jchoo157/veggiemon>

EDUCATION

Dev Bootcamp | July 2016 - October 2016

19 week web development intensive program.

University of North Carolina Charlotte, Charlotte NC | Aug 2013 - Dec 2013

non-degree holding in Graphic Design

Wake Technical Community College | Aug 2011 - May 2013

Associate in Arts