

# J Ko

## Software Developer

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## Introduction

A computer is only as good as how easy it is to use it; I make that happen.

## Education

### U of Washington, Seattle

Mathematics B.S. (discontinued)

Computer science focused

## Language / Frameworks

HTML / CSS / JavaScript / TypeScript  
/ Flow / ES6+ / Vue / React / Redux /  
jQuery / SASS / SCSS / jest /  
TailwindCss / GraphQL / RxJS /  
Google Web Toolkit(GWT) / PHP /  
Hack / Java / NodeJS / MySQL

## Concepts / Paradigms

OOP / Responsive design / SPA / Flux  
pattern / Hooks / Algorithm / Data  
structure / Functional programming /  
User interface (UI) / User experience  
(UX) / Internationalization (i18n) /  
REST API / Test driven design (TDD) /  
Unit testing / E2E testing

## Tools

npm / webpack / Firebase / git / Vue-  
related tools / mobile-dev tools

## Experience

### Rippling

Senior Software Engineer / 2022.10 - 2023.04

*Implement features and fix bugs on web and mobile*

- Launch a campaign to **train other engineers** on correct way of implementing i18n
- **Rearchitected** and **improved type** across mobile and web to significantly **reduce bugs** and **enhance readability, testability, and portability**

### Meta: Web3 Services

Software Engineer / 2021.10 - 2022.10

*Build the necessary tools as the company transitions from Web 2 to Web 3*

- Create an **internal tool** similar to **OpenSea.io** that enabled users to view information on NFT and blockchain addresses
- Actively engage wide range of teams to **scope out their needs** and **prioritize features** that had the largest **impact to the business**
- **Write GraphQL** queries that enables searching for NFTs by different attributes
- **Rearchitect** the internal tool as more teams added features and tools onto it
- **Teach and guide interns** through their technical and career journey

### Amazon Web Services: EC2 Networking

Software Engineer / 2020.03 - 2021.10

*Develop the console and the infrastructure behind it for the Elastic Load Balancing org*

- **Rebuild the console** written in GWT with internally developed React component library
- **Use RxJS and Redux** to manage the internal state of the app and to communicate with the backend
- Write and maintain **end-to-end (E2E) tests** as well as component tests
- **Respond to inquiries and requests** from both internal and external customers, including emergencies
- Monitor and **maintain the CI/CD pipeline** for smooth worldwide deployment
- Write and improve various internal docs that reduced onboarding time from **6 weeks to 1 week**

### Pilot.com

Software Engineer / 2019.03 - 2020.01

*Develop an app for the internal bookkeepers*

- **Overhaul the internal dashboard** that displays thousands of customer statuses with details about their work completion, assignee, and other information
- **Develop / test pixel-perfect UI** based on design using Vue / SASS / Jest / Vue test util
- **Communicate with stakeholders** such as designers and Product Specialists to improve existing UI and initiate new projects
- **Address bugs and comments** with short turnarounds
- **Optimize and modernize codebase** with the newest standard of HTML/JavaScript/CSS and adding greater test coverage

### MathTestNinja

Full Stack Developer / 2018.12 - Present

*It lets users practice infinite number of math problems for standardized math tests.*

- **Planned, designed, and coded** it from scratch, based on 9 years of teaching experience
- Built as a **Single Page Application**, and uses **Firestore** for backend needs
- **Uses third party JS library and API** from Stripe to securely process payment

## Miscellaneous

- Places in the top percentiles in various JavaScript assessments, such as LinkedIn, TopTal, TripleByte, etc.
- I write self-documenting code. Generally speaking, if I have to write comments, then there's probably a better way to write the code.
- Having been a private tutor for 9 years, I care deeply about how and why people encounter hindrance in accessing information. This care has been translated into my passion for creating intuitive UI/UX.

## Projects

### Arraze

*A JavaScript utility library for array manipulation.*

- Designed to be intuitive, light, tested, and well documented.
- Provides functionalities such as `sort()`, `filter()`, `shuffle()`, and `createNumbered()` that are often used by developers, but implemented each time they're used.
- Written in TypeScript for optimal IDE integration and type safety

### DirTree

*An app that prints folder structures to be used in dev doc.*

- Develop custom algorithm to display directory structure
- Develop intuitive UI/UX to be used with keyboard
- Collect user feedback and metrics with Firestore

### PrecisionJS

*A JavaScript math library that allows high level math with infinite precision.*

- Uses array or BigInt calculate arbitrarily large numbers with precision
- Parses and calculates repeating decimals and fractions
- Uses series, implemented in recursion or while loop, to run trigonometric functions and higher-level functions with practically infinite precision
- Being re-written in TypeScript