Jonathan Rim

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Flushing, NY

jonathanrim.com
github/jonrim
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Full Stack Engineer that has experience with the two most popular front-end frameworks, React and AngularJS, and the back-end combination of ExpressJS and NodeJS. Writes modular and efficient "Don't Repeat Yourself" code that ensures cross-browser compatibility. Has experience in Agile methodology, Continuous Integration and Continuous Delivery.

WORK EXPERIENCE

Cloud Partners, New York City — *Full Stack Engineer*
JULY 2017 - PRESENT
- Freelance/contract - currently building a new platform used for creating and evaluating assessments of interviewees for companies like Goldman Sachs
- Responsible for setting up the client-side codebase and building the Dynamic Assessment Builder, which includes a dynamic table that can be imported from or exported to the database
- Set up several routes and code that seeds the database for testing in the "database codebase"
- Following Agile methodology for team to complete features on a timely manner
- Full Stack technologies used: *Sequelize, ExpressJS, React, Redux, NodeJS*

Fresh Aire Mechanical Co., New York City — *Full Stack Engineer*
JAN 2017 - PRESENT
github.com/FreshAireMech/freshaire
- Built freshaireny.com for father's company using *React, Sequelize, ExpressJS, NodeJS*
- Used different methods of React's lifecycle to correctly display web pages
- Incorporated third-party APIs such as Google Maps and Dropzone with additional SCSS
- Modularized code and implemented using *ECMAScript 6*
- Provided documentation for more complex modules
- Full Stack technologies used: *Sequelize, ExpressJS, React, Redux, NodeJS*
- Currently compatible with only versions 10 and 11 of Internet Explorer

Embark Co., New York City — *Software Engineer*
NOV 2016 - DEC 2016
- Built and ran scripts that transferred form data from the old database to the new database

PROJECTS

DownTime | Productivity Visualization
github.com/jonrim/downtime
- Mobile app that saves geolocations and time spent to track productivity and history
- Designed concept and outlined application features and layout
- Set up entirety of back-end and connected fetch requests to database for all views
- Developed and completed the chart that dynamically animates, renders and sorts percentages and time spent at locations
- Full Stack technologies used: *Sequelize, ExpressJS, React Native, NodeJS*

Workwork.js | Multithreading in JavaScript
github.com/workworkjs/workworkjs
- Javascript library that assists the native Array.prototype methods by running computation-heavy tasks concurrently using HTML5 Web Workers
- Reduces native JS runtimes of nth-Prime and Fibonacci (no-cache) up to ~1/3 time (in demo)
- Faster than a similar existing library, Parallel.js, between 200 ms and 5,000 ms
- Won Fullstack Academy People's Choice Award

Super Mario Bros. 3 Remake | Exploration of Physics Engines
github.com/jonrim/Super-Mario-Bros.-3
- Created collision detection system and physics engine from scratch
- Used physics equations with thresholds to copy the feel of the game
- Implemented all animation state graphs that transition based on states of variables. Created all mario form behaviors, all goomba type behaviors, camera, etc.
- Remade first level, designed and implemented the custom level to completion

LANGUAGES

Javascript
C++
HTML5
CSS3
Sass

FRONTEND

React & Redux
AngularJS

BACKEND

Sequelize
MongoDB
ExpressJS
NodeJS

UNIV OF MICHIGAN
COLLEGE OF ENGINEERING
2011 – 2015
Computer Engineering
Graduated w/ Honors

FULLSTACK ACADEMY
Summer 2016

STUYVESANT H.S.
2007 – 2011