

Kenneth Korcal

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GitHub: github.com/kakorcal

Portfolio: kakorcal.github.io

TECHNICAL SKILLS

- **Proficient:** JavaScript (ES6), ReactJS, Redux, Backbone.js, Webpack, Node.js, Express, Mocha, Chai, jQuery, HTML5, CSS3, Sass, PostCSS, Gulp, Phaser.js, Git, Agile Development
- **Exposure:** Java, Spring MVC, Hibernate, Eclipse, MySQL, PostgreSQL

WORK EXPERIENCE

Christy Natsumi | Front End Engineer | San Francisco, CA

Nov 2017 - Mar 2018

- Collaborated with designer to migrate existing custom Squarespace theme to Shopify for independent jewelry studio with JavaScript, Sass, and Liquid Templates, retaining 100% integrity of original design for 6+ pages.
- Designed workflow for developing custom themes using JavaScript, Gulp and Shopify development tools to reduce deployment time by over 95%.
- Implemented lazy loading on product collection page with JavaScript and jQuery, optimizing page load times by more than 33% on average.

FundPaaS | Software Engineer | San Francisco, CA

Oct 2016 - Sep 2017

- Enhanced user and admin dashboard pages by including search and pagination using JavaScript, Backbone.js, jQuery, Java, Spring MVC, Hibernate, and PostgreSQL, to minimize load times by over 90%.
- Automated API endpoint testing by constructing over 30 test suites in Postman, JavaScript, Java, and Spring.
- Restructured user API eliminating duplicate or deprecated endpoints using JavaScript, Backbone.js, Java, and Spring MVC, improving user widget performance by 32%.
- Decreased security vulnerabilities using JavaScript, Require.js, Backbone.js, Java, Spring MVC, and XSSfilter Maven plugin to secure 90% of endpoints handling sensitive data.

City College of San Francisco | Lab Aide + Engineering Tutor | San Francisco, CA

Aug 2014 - Jun 2015

- Maintained and administered CCSF engineering computer laboratory providing 150+ students access to room.
- Assisted over 40 engineering students with assignments from AutoCAD, land surveying, and physics courses; tutored more than 10 undergraduates in preparing for upper level algebra courses.

EDUCATION

B.S Computer Science, University of Maryland University College

May 2018

- Relevant Coursework: Algorithm Design, Relational Databases, Computer Graphics, Operating Systems, Object Oriented Programming, Concurrent Programming, Data Structures

PROJECT WORK

Bubble Shooter | Software Engineer | [live](#) | [code](#)

2018

Web-based browser game inspired by the classic "Puzzle Bobble" arcade game.

- Developed main game logic, optimized sprite assets, and integrated sound effects with Phaser, HTML5 Canvas, JavaScript (ES6), and Photoshop to create 50+ stages that progressively increases in difficulty.
- Bundled and gzipped assets using Webpack and Nginx to reduce script size over 70% (930kb to 221kb).

Wikirace | Software Engineer | [live](#) | [code](#)

2016

1 and 2 player desktop game with the objective to click through Wikipedia articles until the destination is reached.

- Created full-stack application with login system with JavaScript, AngularJS, Node.js, Express, PostgreSQL, and JSONWebToken to add capability for tracking 8 types of user statistics.
- Scraped wikipedia articles and parsed into AngularJS directives using Cheerio.js, Lodash, and Socket.io to add capability to select 99 different wikipedia categories.

ACHIEVEMENTS

Full-Stack Web Development Certificate, Galvanize

2016