

KEVIN TUN

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EDUCATION

Fullstack Academy of Code
Software Engineering Immersive

October 2018—February 2019

University of Illinois at Urbana-Champaign
Molecular & Cellular Biology (B.S.)

August 2014—May 2018

PROJECTS

Pastabilities, *A mock e-commerce website for purveyors of pasta*

- Collaborated with team of four to build project using agile methodology and git for version control
- Developed a RESTful API with Express to access and change product and user cart data from client
- Implemented centralized application state container with Redux to ensure consistent behavior across front end components
- Designed user-facing product page with React with user review and add-to-cart functionality

STACK: React, Redux, Sequelize, Express, PostgreSQL

Firechat95, *An anonymous proximity-based chat room application*

- Worked with team of three to conceive of, build, and deploy application using agile methodology
- Used Firebase's Realtime Database, browsers navigator object, and a geohashing library to set up chat rooms
- Implemented toggleable map component with React and Google Maps API to show user's match area

STACK: Firebase, React, Redux

Monkey Memory, *An memory test game built with React*

- Implemented algorithm to randomly generate interactive game elements as React components
- App uses React hooks to manage difficulty and view state, class components manage game state
- Users can set playing difficulty from menu screen, choose to replay from win/lose screen

SKILLS

Javascript, Node, NPM, React, Redux, Express, Sequelize, Webpack, PostgreSQL, HTML, CSS,