JOSEPH **LEE**

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TECH STACK   React, Redux, Ruby on Rails, JavaScript, jQuery, SQL, HTML5, CSS3, Websockets, Canvas, MongoDB, Express

PROJECT EXPERIENCE

Maru (React, Redux, Ruby on Rails, PostgreSQL, Webpack, HTML5, CSS3)   live | github
Maru is an Asana-inspired project management web application.
- Crafted and dispatched thunk action creators to filter and pass data (or errors) via Promises to map out and render an array of the user's Projects and Tasks, each stored with their unique properties.
- Implemented interactive buttons, dropdowns, and modals and used selective event propagation methods to prevent layered elements from firing simultaneously.
- Built user authentication sign-up and log-in modals using BCrypt password hashing and salting functions and model validations, enabling unique user sessions.

Space Ball (MongoDB, Express, React, Node.js, Socket.io, Matter.js)   live | github
Space Ball combines the Matter.js physics engine with websocket connectivity to simulate an online multiplayer game.
- Full Stack implementation using Socket.io to create a client and server connection, allowing users to emit their movement controls to the server, and allowing the server to return and broadcast new data to all users in the session.
- Created Express routes for Axios requests in order to construct and format database queries and responses to store and display player statistics, leaderboards, and customization properties.

Gotta-Type-em-All!   (Canvas HTML5, vanilla JavaScript, CSS3, Github Pages)   live | github
Gotta-Type-em-All! is a Pokemon-themed typing game.
- Rendered the game board using multi-layered canvas elements to control varying animation frames and draw methods. This increased performance by preventing unnecessary re-draws of unaffected drawn objects.
- Programmed logic to increase game difficulty and stored player stats for catch counter (score) to create a leaderboard, enhancing the user experience and replayability.

PROFESSIONAL EXPERIENCE

Quality Assurance Analyst
Copper Inc. - CRM with Google Suite integration for SMBs   May 2018 - May 2019
- Delivered thorough and continuous test coverage and managed release sign-off for build deployment and being pivotal in reducing bug count on the production environment.
- Planned sprints with PMs, engineers, and designers to structure modular stories for continual releases of complex projects.
- Utilized Google Sheets and TestRail to maintain test plans, delivering metrics and bug trends against each release.
- Ran Selenium automation scripts which helped reduce total testing time by over 30%.

Quality Assurance Analyst I
Sledgehammer Games - Call of Duty: WWII   June 2016 - May 2018
- Led a QA team of four to ensure product quality for the survival mode of 'Call of Duty: WWII', an award winning game title.
- As the QA liaison for release approval, reduced risk and time spent approving builds by creating discussion and determining which issues needed prioritization.
- Delivered the best game skills across the company, which provided valuable feedback to Design in adjusting game difficulty.

EDUCATION

Web Development - *App Academy | Winter 2019*
App Academy is an intensive 1000-hour Software Development course with <3% acceptance rate. Topics include: TDD, scalability, algorithms, OOP, coding style, REST, security, single-page apps, and web development best practices.