

# Jeong Hyeon Mark Yun

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[LinkedIn](#) | [Github](#)

## TECHNICAL SKILLS

**Mobile** | Swift/SwiftUI, React Native

**Front-End** | Typescript, Javascript (ES6/ES5), React/Redux, HTML5, CSS3, Sass, Phaser

**Back-End** | Node.js, Express, PostgreSQL, GraphQL, MySQL, Firebase, MongoDB

**Testing/Deployment** | Jest, Mocha, Chai, K6, AWS: EC2 / RDS / S3, Vercel, Glitch, Google Cloud Platform, Docker

**Developer Tools** | Vim, Git, npm, Webpack, Babel, Nginx, Redis, Agile Methodology, Scrum, TDD

**UX Dev Tools** | Adobe PS, Adobe XD, Figma, Krita, Aseprite

## SOFTWARE APPLICATION DEVELOPMENT EXPERIENCE

**Portfolio Text Adventure** | Full Stack Software Engineer | [Link](#) | *React/Redux, Inkle, Vite, MongoDB* 02/2023

I built a gamified portfolio with a text adventure twist, inspired by amazing point-and-click games like The Last Door, The Gabriel Knight Series and Roadwarden. I pushed React to its unconventional uses to highlight its capability as a game engine.

- Added **Redux** to client-side render story text written in **Inkle** language
- Created all pixel art assets for creative flair with **Krita** and **Aseprite**
- Users can deal damage to my avatar!

**Swapesy** | Developer | [Repo Link](#) | *React Native, Firebase: Firestore, Authentication, Storage* 03/2023

As a member of the Stunfisk Development team, I helped develop a mobile peer-to-peer Pokemon Trading Card marketplace platform where I was tasked with creating the User Authentication and Chat features.

- Designed and implemented **React Native/Javascript** components for our Auth and Chat features.
- Started the application template with Auth as the first feature. Increased team dev productivity with a boilerplate component & structure to work off of.
- Created **Firestore** Database instance to house authentication and start user info storage.
- Assisted with further Database oriented features such as setting up and writing code for communication with **Firebase Storage** for image storage features of the app (User Pictures, Card Pictures).

**SOMISOMI Kiosk** | Developer | *Swift/SwiftUI, Express, MongoDB, Square, StarPRNT SDK* 06/2020

I was part of SOMISOMI Development team where we were tasked to create a customer order kiosk for corporate stores during height of pandemic lockdowns. I was in charge of assisting with the iOS frontend and creating the integrations of the app to a kitchen printer SDK (StarPRNT) and transaction APIs (Square). This kiosk was able to handle over 100,000 transactions before its decommission in 2021!

- Met with now unaffiliated authors of old **StarPRNT** docs to integrate the kitchen receipt printing feature live!
- Integrated **Square** Transaction API calls handled in a middleware server capable of handling concurrent live transactions.
- Quickly picked up Swift and SwiftUI to receive tickets from project manager to improve application looks/specs

## PROFESSIONAL EXPERIENCE

**SOMISOMI Franchise Inc** | IT Specialist & Internal Tooling Developer 06/2019 - 12/2023

- Developed integration scripts to bridge 3rd party platforms leveraging their APIs for multiple departments across the company (Accounting, Operations, Design) written in Javascript/Typescript.
- Created and developed Self-Order Kiosks, Employee Benefits Systems, and Automated Menus
- Maintenance on the company website to handle UI/UX changes for seasonal flair!

## EDUCATION

**Hack Reactor** | Certificate in Advanced Software Engineering 03/2023

## PERSONAL

**Indie Game Development Scene** | Unity2D Engine, Aseprite, C#

- Working on learning Unity and C# to create a narrative driven point-and-click game.