PHILIP YOO
FULL-STACK WEB DEVELOPER

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▶ Summary

After graduating college, I tried my hand at a lot of different jobs. I interacted with a wide range of people and gained a lot of invaluable experiences, and yet there was still something missing-- everything was still "just a job". Reflecting on my past experiences, I knew I wanted to build things that would benefit others. In pursuit of something more, I dropped everything and wholly dedicated myself to learning to program.

I attended Dev Bootcamp, where I spent 1000+ hours learning to program applications and build websites. I worked on projects in pairs or in groups and was able to clearly communicate ideas to the team. I learned about engineering empathy and how that can affect a team's performance. I approached many of my projects structurally from a user's point-of-view while applying Agile development. I picked up new technologies within days and applied them to relevant projects. And...I did this all while enjoying the experience.

I am a full-stack web developer who has a strong desire to build meaningful and fun applications. I am currently seeking opportunities to apply and expand upon my current skill sets. I am a quick learner who enjoys problem-solving, gaming, and contributing to a team environment.

▶ Skills

PROGRAMMING LANGUAGES: Ruby, JavaScript
WEB FRAMEWORKS, LIBRARIES & OTHER: Ruby on Rails, Sinatra, AJAX, jQuery, ReactJS, ActiveRecord, HTML, CSS
DATABASES: SQLite, PostgreSQL

▶ Projects

The Game

'The Game' is a 2D Multiplayer Sidescrolling Shooting game built using MongoDB, NodeJS, ExpressJS, Socket.IO, and Phaser.

Built with a team of 5 over a 6 day period, our goal for this project was to discover making a shooting game that allows multiple players to play together. Our team implemented Agile development methodologies with Object-Orientation to help with the translation of data being passed to the sockets and attempted to use MVC design structure.

My specific role in this project was front-end using Phaser, a JavaScript Physics Game Engine.

Terminal Chess

A 2-player chess game playable via the terminal. Built with Ruby, I decided to start this project to practice building out a program that requires a lot of communication between different classes, organizing code to implement common Ruby structures like inheritance, and making the view portion fun and challenging by including user keystrokes as input for the program and using the Ruby colorize gem to add color and visuals to the game.

▶ Education

Dev Bootcamp
Web Development 2015
Completed a 19-week intensive web development program focused on learning web development and programming.

University of San Diego
Bachelor of Business Administration 2010

▶ Employment

City National Bank	Carlsbad, CA
Relationship Banker	Feb.14 - Jan.15
Accend Energy	San Diego
Energy Efficiency Consultant	Dec.12 - Dec.13
Aventis Asset Management	Costa Mesa, CA
Research Analyst Intern	Jun.12 - Aug.12
USA Trading	Chicago, IL
Operations and Market Research	Jan.11 - May.12

▶ Activities

Dev Bootcamp Hackathon	Aug.15

With a team of 6 and 2 days to implement, we built "Textify", a free audio book streaming platform. Technologies included Rails, PostgreSQL, AJAX, and jQuery.