# Wingman J. Lee

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#### **EXPERIENCE**

## Software Engineer - Uprise Credit Limited

May 2019 - Present

- Designed wireframes across multiple platforms using AdobeXD
- Communicated with other teams to develop user friendly features
- Integrated Stripe, Paypal, and Google Analytics OAuth
- Updated loan documents architecture to allow reusability across multiple loans applications
- Implemented a feature that would allow an admin to assign new users to an existing merchant
- Created a lock out feature that alerts the admins when a specific user has attempted to login unsuccessfully more than 5 times and disables any further attempts
- Developed a daily cron job feature that checks for overdue loans and generates a penalty saving manual input time
- Increased user usage by up to 25% by improving overall UX/UI across multiple platforms with feedback from every team
- Constructed and maintained multilingual landing pages using i18next and nextjs for server side rendering increasing web traffic by 20%

## Web Development Intern - Directive Technology Inc

January 2018 - May 2018

- Discussed requirements and preferences with client, design and build a website based on specs
- Maintained weekly technology articles using Facebook auto-posting and search engine optimization techniques
- Implemented Joomla and Wordpress template CSS overrides

### **SKILLS**

**Proficient** - Javascript, Typescript, Python, React, Redux, HTML5, CSS, Express, Flask, Docker, SQLAlchemy, Sequelize ORM, MySQL, Node.js, RabbitMQ

**Familiar** - GraphQL, Firebase, PostgreSQL, Mocha, Chai, Enzyme, Socket.io, GDScript, Joomla, Wordpress

## **EDUCATION**

## Grace Hopper Program at Fullstack Academy -

Software Engineering immersive October 2018 - February 2019

#### SUNY Oneonta -

BS Computer Art || GPA - 3.49 August 2015 - May 2018

#### **PROJECTS**

## Multiplayer Conway's Game of Life - Developer - <a href="https://gol-react-ryuash.herokuapp.com/">https://gol-react-ryuash.herokuapp.com/</a>

A multiplayer spin off Conway's Game of Life.

- React, Nodejs, Express, Socketio
- Implemented websocket communication between the client(s) and server for real-time interactivity
- Used cookies to keep track of user identity in the event they disconnect
- Developed algorithms to handle board generation updates and keep track of connected users
- Integrated CI/CD with travis and heroku

# Stackbox - Developer - <a href="https://stackbox.herokuapp.com/">https://stackbox.herokuapp.com/</a>

A multiplayer platform that has multiple games and can be played with one device acting as a host, and up to four players on their personal devices. Stackbox utilizes Google's real-time Firebase for real-time interactivity

- HTML, CSS, React, Redux, Recharts, Express, Firebase, Chai, Mocha
- Integrated custom QR codes for easy access into the game room
- Wrote a REST API backend to get the correct answer in the quiz game and update each player's scores
- Implemented recharts to show game results in an user friendly manner