

# Samuel Nunoo

FULL-STACK DEVELOPER



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## LANGUAGES

Typescript (Primary)

Javascript (Primary)

Python

Ruby

C#

Lua

Swift

## TECHNICAL SKILLS

Jest/Mocha (Unit Testing)	Docker (Containerization)
AWS S3 (Cloud Storage)	Heroku (Cloud Hosting)
Git (Version Control)	CircleCI (Continuous Integration)
Nuxt (Web Framework)	Django (Web Framework)
VueJS	

## EDUCATION

**Pomona College**  
**Bachelor's Degree** Computer Science

(August 2018 - May 2022)

3.3 GPA

## RELEVANT COURSE WORK

- Interaction Design (Fall 2021) @Harvey Mudd
- Software Engineering (Spring 2021) @Harvey Mudd
- Discrete Math and Functional Programming (Spring 2020) @Pomona
- Data Structures and Algorithms (Fall 2020) @Pomona

## WORK EXPERIENCE

### Associated Students of Pomona College

(March 2020 - Present)

Web Developer

- Inspired dev team to move to Docker from Vagrant which decreased dev startup time by 1000%
- Added unit tests to the project which improved site stability and bug discoverability
- Developed an internal wiki which includes architectural and deployment diagrams among other documents to accelerate onboarding
- Served 5000+ students of the Claremont Colleges with election polls, course reviews, and news updates

### Pomona College

(September 2019 - Present)

Information Security Analyst

- Spearheaded a data visualization tool that displays log data on a geographical map with chronological directed nodes which immensely improved threat detection rates
- Performed risk analyses to identify appropriate security countermeasures
- Continuously found optimizations for workflow using self-written scripts which were shared with and incorporated by management

## PROJECTS

### Document Editor (Funded by Pomona RAISE Grant)

(May 2020 - Present)

- Singlehandedly built a 20,000+ lines of code Full-Stack web application from the ground up using software engineering best practices such as unit-testing, highly cohesive and extensible components (SOLID) with extensive focus on design and prototyping
- Developed a document editor with a host of features including a custom offline-first block save system with support for cloud syncing among others
- Implemented an unique templating system where users can arrange blocks on a grid, instantiate and populate them on any page, and view aggregate data on a central table

### Open-Source Bannerlord Modding Project

(April 2020 - November 2020)

- **Link:** <https://linktr.ee/samuelnunoo>
- Utilized Rider debugger to step through an undocumented 500k+ LOC code-base to determine functionality for critical classes and methods
- Pioneered the first tutorials that served hundreds of users (2.2k+ views) spanning topics from adding UI elements and setting up the dev environment to starting in-game missions
- Developed an in-game editor that implements custom camera panning, object model previews, rotation, and placement which allows users to add custom structures to the game