

Samuel Nunoo

FULL-STACK DEVELOPER



Email Address

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Github

www.github.com/samuelnunoo

Website

www.samuelnunoo.dev

LANGUAGES

Typescript (Primary)

Javascript (Primary)

HTML/CSS

Python

Lua

Ruby

C#

Swift

TECHNICAL SKILLS

Server Configuration (Backend)

DNS Setup (IONOS)

SSL Config (Cloudflare)

Cloud Storage (AWS S3)

Cloud Hosting (Heroku)

UI Frameworks/Libraries (Frontend)

VueJS (UI Framework)

Vuetify (Component Library)

Bootstrap (CSS Framework)

SASS (CSS Preprocessor)

UX Prototyping (Figma)

Web Frameworks

Ruby on Rails (Ruby)

Django (Python)

Flask (Python)

Nginx (NodeJS)

ExpressJS (NodeJS)

NuxtJS (NodeJS)

Databases

SQLite (SQL)

PostgreSQL (SQL)

MongoDB (No-SQL)

RxDB (No-SQL)

Development Processes

Version Control (Git/GitHub)

Unit Testing (Jest/RSpec/Mocha)

Containerization (Docker)

WebStorm/VSCode (IDE)

EDUCATION

Pomona College

(August 2018 - May 2022)

Bachelor's Degree Computer Science

3.3 GPA

Select Courses

Interaction Design (Fall 2021, Harvey Mudd)

Software Engineering (Spring 2021, Harvey Mudd)

Algorithms (Spring 2021, Pomona College)

Data Structures (Fall 2020, Pomona College)

SELECT PROJECTS

Document Editor (Funded by Pomona RAISE Grant)

(May 2020 - Present)

<https://www.samuelnunoo.dev/typeio>

- Single-handedly built a **20,000+ lines of code** full-stack (Typescript/NuxtJS) online document editor using software engineering best practices such as unit-testing and highly cohesive and extensible components
- Designed a unique templating system that allows users to aggregate data from different pages to a central table to maximize knowledge organization

Open-Source Bannerlord Modding Project

(April 2020 - November 2020)

<https://linktr.ee/samuelnunoo>

- Utilized Rider debugger to step through an undocumented **500k+ LOC C# 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

Claremont Journal of Medicine and Social Justice Website

(September 2019 - March 2020)

<https://www.samuelnunoo.dev/cjmsj>

- Developed a website using the Django web framework (Python) for an on-campus group with **15+ members** to allow them to create and publish articles related to medicine and social justice
- Created a custom blog creation form complete with a text editor, image cropping, and programmatic author selection
- Implemented user authorization with email confirmation, an article review page, and a homepage to display new articles

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 **90%** (after initial setup)
- Created unit tests for the project to improve site stability
- Led the development of an internal wiki using Nginx and Wiki.js container images and Docker Compose and wrote 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 the development of a data visualization tool that displays log data on a geographical map with chronological directed nodes to improve threat detection rates
- Analyzed hundreds of security logs and mitigated malicious IPs from compromising student accounts
- Went **beyond the job description** and wrote a browser extension that improved analytical workflows by providing shortcuts to critical tools