SAMUEL NUNOO
FULL-STACK DEVELOPER

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EDUCATION

Pomona College   *(August 2018 - May 2022)*
Bachelor of Arts, **Computer Science**   *3.3 GPA*

Relevant Courses: *Interaction Design, Software Engineering, Algorithms, Data Structures, Discrete Math and Functional Programming, Computer Systems*

SKILLS

Programming/Markup Languages
Typescript, Javascript, HTML/CSS, Python, Lua, Ruby, C#

Web Frameworks
NuxtJS, Django, Flask, ExpressJS, Ruby on Rails, Nginx

Databases
MongoDB, Dexie, RxDB, SQLite, PostgreSQL

UI Frameworks/Libraries/Tools
VueJS, ReactJS, Boostrap, SASS, Figma (UX Prototyping)

Server Configuration
DNS Config (IONOS), SSL Config (Cloudflare), Cloud Storage (AWS3) , Cloud Hosting (Heroku)

Development Processes
Version Control (Git), Unit Testing (Jest/Mocha), Containerization (Docker), End-2-End Testing (Cypress)

WORK EXPERIENCE

Associated Students of Pomona College
Web Developer   *(March 2020 - Present)*

- Transitioned the team's dev environment from Vagrant to Docker which decreased dev startup time by 90%
- Led the development of a self-hosted internal wiki using Nginx and GetOutline and wrote critical documentation related to Ruby on Rails that significantly improved onboarding of new members
- Served 5000+ students of the Claremont Colleges with election polls, course reviews, and news updates

Pomona College
Information Security Analyst   *(September 2019 - Present)*

- Spearheaded the development of a data visualization tool using Microsoft Graph API, Typescript, NuxtJS, and LeafletJS that displays log data on a geographical map with chronological directed nodes to improve threat detection rates
- Analyzed 400+ security logs, determined their threat levels, and mitigated malicious IPs from compromising student accounts

SELECT PROJECTS

Online Document Editor (Funded by Pomona RAISE Grant)
https://www.samuelnunoo.dev/typeio   Tech: Typescript/NuxtJS/Dexie/ProseMirror/MongoDB   (May 2020 - Present)

- Received $6000 in funding and single-handedly built a 20,000+ lines of code full-stack online document editor using software engineering best practices such as unit testing and highly cohesive and extensible components

Open-Source Bannerlord Modding Project
https://linktr.ee/samuelnunoo   Tech: C#   (April 2020 - Nov 2020)

- Pioneered the first tutorials that helped hundreds (2.2k+ views) learn to mod various aspects of the game
- Created an in-game editor for Bannerlord that allows users to spawn and place hundreds of custom prefabs
- Utilized Rider debugger to identify critical classes and methods for an undocumented 500k+ LOC C# code base

Claremont Journal of Medicine and Social Justice Website
https://www.samuelnunoo.dev/cjmsj   Tech: Python/ Django/Heroku   (Sept 2019 - March 2020)

- Developed a website for an on-campus group with 15+ members complete with a custom blog creation form, user authorization, and submission review to allow them to publish articles related to medicine and social justice