SAMUEL NUNOO
FULL-STACK DEVELOPER

🌐 samuelnunoo.dev   github.com/samuelnunoo   ✉ sana2018@mymail.pomona.edu

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, 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)*

WORK EXPERIENCE

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

- Inspired dev team to move to Docker from Vagrant which decreased dev startup time by 90%
- Created RSpec unit tests for the project to improve site stability
- Led the development of an internal wiki using Nginx and Wiki.js to accelerate onboarding
- 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 Typescript and LeafletJS that displays log data on a geographical map with chronological directed nodes to improve threat detection rates
- Analyzed 400+ security logs and mitigated malicious IPs from compromising student accounts
- Developed a browser extension that improved analytical workflows by providing shortcuts to critical tools

SELECT PROJECTS

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

- 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)*

- 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
- Pioneered the first tutorials that helped hundreds (2.2k+ views) learn to mod various aspects of the game

Claremont Journal of Medicine and Social Justice Website
https://www.samuelnunoo.dev/cjmsj   Tech: Python/ Django *(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