Samuel Nunoo

FULL-STACK DEVELOPER

Email Address
sana2018@mymail.pomona.edu

Github
www.github.com/samuelnunoo

Website
www.samuelnunoo.dev

RELEVANT COURSE WORK

Interaction Design
Software Engineering
Data Structures
Algorithms

LANGUAGES

Typescript (Primary)

Javascript (Primary)

HTML/CSS

Python

Lua

Ruby

C#

Swift

TECHNICAL SKILLS

NodeJS (Runtime Env)	AWS S3 (Cloud Storage)
Express.JS (Web Framework)	MongoDB (No-SQL Database)
Jest/Mocha (Unit Testing)	Docker (Containerization)
Heroku (PaaS)	Git (Version Control)
Nuxt (Web Framework)	Django (Web Framework)
Nginx (Reverse Proxy)	VueJS (UI Framework)
Ruby on Rails (Web Framework)	PostgresQL (Relational Database)

EDUCATION

Pomona College   (August 2018 - May 2022)
Bachelor's Degree Computer Science   3.3 GPA

PROJECTS

Document Editor (Funded by Pomona RAISE Grant)   (May 2020 - Present)

- **Link:** www.samuelnunoo.dev/typeio
- Developed a document editor in Typescript (superset of Javascript) with a host of features including a custom offline-first block save system with support for cloud syncing among others to improve knowledge organization
- Single-handedly 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
- Implemented an unique templating system using complex data structures 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:** www.samuelnunoo.dev/bannerlord
- 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

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 which improved site stability and bug discoverability
- Led the development of an internal wiki using Nginx and Wiki.js 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 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