

SAMUEL NUNOO

FULL-STACK DEVELOPER



samuelnunoo.dev



github.com/samuelnunoo



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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, Bootstrap, 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

(March 2020 - Present)

Web Developer

- 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 GetOutline 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 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