Samuel Nunoo

FULL-STACK DEVELOPER

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Github
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LANGUAGES

Typescript (Primary)

Javascript (Primary)

Python

Ruby

C#

Lua

Swift

TECHNICAL SKILLS

Jest/Mocha (Unit Testing)	Docker (Containerization)
AWS S3 (Cloud Storage)	Heroku (Cloud Hosting)
Git (Version Control)	CircleCI (Continuous Integration)
Nuxt (Web Framework)	Django (Web Framework)
VueJS	Nginx (Reverse Proxy)

EDUCATION

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

RELEVANT COURSE WORK

- Interaction Design (Fall 2021) @Harvey Mudd
- Software Engineering (Spring 2021) @Harvey Mudd
- Discrete Math and Functional Programming (Spring 2020) @Pomona
- Data Structures and Algorithms (Fall 2020) @Pomona

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 1000%
- Added unit tests to the project which improved site stability and bug discoverability
- Developed an internal wiki 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 a data visualization tool that displays log data on a geographical map with chronological directed nodes which immensely improved threat detection rates
- Performed risk analyses to identify appropriate security countermeasures
- Continuously found optimizations for workflow using self-written scripts which were shared with and incorporated by management

PROJECTS

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

- Singlehandedly 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
- Developed a document editor with a host of features including a custom offline-first block save system with support for cloud syncing among others
- Implemented an unique templating system 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: https://linktr.ee/samuelnunoo**
- 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