Sion Lee
Full-Stack Developer

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SUMMARY

Full-stack developer with strong collaboration skills from numerous team project experience. Comfortable taking leadership roles and explaining solutions to various clients. Goal-oriented, hardworking, and comfortable working independently or as a member of a team.

EDUCATION

Web Development Graduate Certificate   September 2023 - April 2024
Humber College

**Bachelor of Science, Double Major in
Mathematics and Religion**   September 2017- April 2024
University of Toronto Mississauga

TECHNICAL SKILLS

Programming: HTML5, CSS3/SASS, JavaScript ES6, TypeScript, OOP, PHP, REST, C#, Python, SQL, SEO, React.js, JQuery, Node.js, Express.js, Bootstrap, AODA, WAI-ARIA, Git/Github, Material UI, Vite, cross-browser compatibility, responsive design, Cypress E2E testing

Database/Tools: MAMP, MongoDB Compass/Atlas, AWS, MySQL workbench, Firebase

PROJECT EXPERIENCE

Online Rock-Paper-Scissors Game
Mar 2024, Toronto, ON

- Designed a responsive browser-based game with user registration, game rooms for one-on-one games and real-time chatting
- Created two servers to serve API requests and real-time messages, enhancing data processing efficiency and reducing server response time by 50%
- Deployed the UI code, servers, and database using various deployment and cloud services like AWS
- Thoroughly analyzed official documentation and online examples prior to coding to ensure smart work and boost productivity by reducing errors
- **TECH: React, Node/Express, socket.io, MySQL, AWS, Git, TypeScript, Vite**
- https://capstone-game-ui.vercel.app/

Global Game Jam
Jan 2024, Toronto, ON

- Collaborated with a team of 5 using Git for version control to design and implement a browser-based 2D game
- Implemented collision and spawn logic. Facilitated the full software development life cycle in a professional team setting by assigning tasks and providing assistance for teammates. My support sped up the process so that we were able to finish our project in two days
- Enhanced system architecture by utilizing the **EDS** design pattern in JavaScript
- **TECH: HTML5, CSS3, JavaScript, Git**
- **https://sionara.github.io/GGJ/**