

SAMMY SAMKOUGH

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SOFTWARE ENGINEER

SUMMARY:

Software Engineer with 5+ years of industry experience building web and mobile applications. Coding w/ TypeScript, React, and React Native.

Areas of Expertise: MOBILE DEVELOPMENT // WEB DEVELOPMENT // REACT

TECHNICAL PROFICIENCIES:

- **Languages** — HTML; CSS; JavaScript; TypeScript; Python; C#; Java; SQL
- **Frameworks** — React.js; Next.js; Remix; Astro.js; Gatsby.js; Svelte; Django; Node.js; Express.js; React Native
- **Applications** — Git; PostgreSQL; Firebase; GraphQL; Storybook; AWS; Google Cloud; Vercel; Netlify; Chromatic

WORK EXPERIENCE:

Bonny Systems, New York City, NY; Wayne, NJ

Oct 2023 - Present

Founding Engineer

- Achieving over 80% reduction in website load times by improving core web vitals which includes minimizing JavaScript usage, image optimization, and adherence to web standards.
- Partnering with design agencies to build and deploy modern websites with CI/CD pipelines using content management systems (CMS) like WordPress or advanced front-end frameworks such as Next.js and Astro.js.

Canal, San Francisco, CA; New York City, NY

May 2021 - Jul 2023

Software Engineer

- Developed the onboarding process to adapt to evolving user needs, making product decisions on the fly, utilizing React, Next.js, TypeScript, XState, Django and GraphQL which lead to an overall 40% increase in user satisfaction.
- Collaborated with a fast-moving design / product team of five to create in-house design system that replaced the Shopify Polaris design system which led to an increase of development speed by over 60%.
- Led the standardization of UI / UX component testing within the in-house design system, significantly reducing component-specific bugs by over 70% using Chromatic and Storybook.

Nevermet, Remote USA

Oct 2021 - Apr 2022

Software Engineer

- Analyzed methods with team to figure out how to best engage with users based on research, user tests, and different UI techniques utilizing React Native.
- Spearheaded the development of a cross-platform social VR dating application using React Native, TypeScript, Node.js and PostgreSQL, enhancing user engagement.
- Transformed the project's codebase from JavaScript to TypeScript, improving development efficiency by over 50%.

Popstar, Remote USA

Nov 2020 - Apr 2021

Software Engineer

- Launched a feature-rich iOS application using Swift and Firebase / NoSQL, which offered an elegant vertical video experience, including social interactions such as sharing and commenting on videos.
- Integrated backend Firebase push notifications and cloud messaging enhancing user engagement by 80%.

EDUCATION:

Montclair State University, Montclair, NJ

Bachelor of Science in Computer Science 2019