

Stephen Lee

t: 626.484.2890

e: stephen.lee.abc@gmail.com

San Francisco, CA

[Portfolio](#)

[Linkedin](#)

[GitHub](#)

Summary

Creative, resourceful, collaborative software engineer skilled in React, Rails, and JavaScript. Excited to blend systems optimization experience and analytical thinking with technical expertise to tackle complex problems.

Skills

React.js, Ruby on Rails, JavaScript, Ruby, Node.js, Redux.js, Express.js, HTML5, CSS3/SASS, jQuery, SQL, PostgreSQL, MongoDB, Amazon Web Services (AWS) S3, Heroku, Git

Projects

Painterest

[live site](#) | [github](#)

React.js, Redux.js, Ruby on Rails, JavaScript, Ruby, HTML5, CSS3, PostgreSQL, AWS S3, Heroku

A fully-functional clone of Pinterest that enables users to connect and share ideas in the form of paintings

- Implemented fully responsive Masonry layout grid with CSS media queries and Vanilla JS to dynamically display pins for aesthetically pleasing home feed.
- Integrated PostgreSQL and AWS S3 using Rails ActiveRecord associations to streamline cloud-based image storage, reducing server load and optimizing site scalability.
- Ensured user privacy and autonomy through frontend and backend authentication measures and React Router, only allowing logged-in users to access and make changes to their content.

WhatNow

[live site](#) | [github](#)

MERN stack (MongoDB, Express.js, React.js, Node.js), JavaScript, HTML5, CSS3, Heroku

A MERN stack web application that enables users to spontaneously find activities and events in SF

- Facilitated daily scrum meetings during project timeline to ensure communication within 4-person engineering team and complete production-ready code within 1-week deadline.
- Created backend skeleton using Node, Express, and MongoDB with RESTful API architecture and user authentication with JSON Web Token.
- Designed and constructed custom modal framework using React component architecture allowing for DRY and efficient development of multiple frontend components.

Metapod Madness

[live site](#) | [github](#)

JavaScript, HTML5 (Canvas), CSS3

A fully interactive JavaScript and HTML5 Canvas game based on a minigame from Pokemon Stadium

- Built a custom physics engine that supports object collision mechanics and player-controlled state changes.
- Employed OOP techniques with HTML5 Canvas and animation frames to illustrate realistic illusion of depth.
- Integrated Vanilla JavaScript, HTML, and CSS to deliver smooth user interface for holistic gaming experience.

Experience

Software Engineer | January 2020 - Present

Ripplink - San Francisco, CA

- Conceptualize and implement plan to integrate LinkedIn API for timeline of and analytics for user interactions.
- Redesign and implement company landing page to improve communication of brand values.

HR Information Systems Analyst | January 2018 - August 2019

Landmark Health - Huntington Beach, CA

- Spearheaded ADP implementation and iCIMS integration which decreased onboarding process time by 40%.
- Launched user-friendly intranet page with centralized documents which reduced HR email queries by 20%.

HR Analyst | April 2017 - January 2018

Spireon - Irvine, CA

- Integrated onboarding process for 6 offices with 30% increase in employee onboarding experience surveys.
- Established comprehensive exit process checklist and documents packet to reduce HR inbox queries by 25%.

Education

App Academy | Winter 2019 | San Francisco, CA

Immersive 1000-hour software development course. Coursework: web application development, Test-Driven Development, Scalability, Algorithms, Object-Oriented Programming, RESTful APIs, CRUD, React, Redux, SQL

University of California, Irvine | Spring 2016 | Irvine, CA

BA in Business Economics | Dean's Honors List