

Stephen Lee

t: 626.484.2890

e: stephen.lee.abc@gmail.com

San Francisco, CA

[AngelList](#)

[Linkedin](#)

[GitHub](#)

Skills

React.js, Redux, Express.js, Node.js, JavaScript, HTML5, CSS3, Ruby, Ruby on Rails, jQuery, SQL, PostgreSQL, MongoDB, AWS, Heroku, Webpack

Projects

Painterest

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

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

A fully-functional clone of [Pinterest](#) that enables users to connect and share ideas in the form of paintings

- Implemented Masonry layout grids with CSS media queries and Ruby Kaminari gem to elegantly and dynamically display pins for aesthetically pleasing home feed with infinite scrolling.
- 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, allowing users to only access and make changes to their own boards and pins when logged in.

WhatNow

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

JavaScript, MongoDB, Express.js, React.js, Node.js, HTML5, CSS3

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

- Constructed backend skeleton using Node, Express, and Mongo 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.
- Leveraged Webpack and Babel to insure a reliable uniform user experience across web browsers.

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 collision or absorption of objects and manages state changes of each character model.
- Decreased graphic rendering lag through the use of HTML5 Canvas and animation frames, resulting in a more realistic gaming experience.
- Engineered layers of gaming complexity through the introduction of game state changes that rely on OOP techniques and vector calculations.

Experience

HR Information Systems Analyst | January 2018 - August 2019

Landmark Health - Huntington Beach, CA

- Lead the full implementation, data migration, and integration from UltiPro to ADP working with cross-functional business teams to ensure compliance and satisfaction of business requirements.
- Designed and delivered HR metrics and reporting solutions for use in business planning, analysis and forecasting to exceed company's growth goal of 1000 employees.

HR Analyst | April 2017 - January 2018

Spireon - Irvine, CA

- Oversaw facilitation and integration of onboarding and offboarding processes across 6 national offices.
- Presented monthly employee orientation for 10+ new hires and analyzed feedback to improve experience.

Education

App Academy | Winter 2019 | San Francisco, CA

Immersive software development course with focus on full stack web development

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

BA in Business Economics

Dean's Honors List