

Stephen Lee

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San Francisco, CA

[Portfolio](#)

[Linkedin](#)

[GitHub](#)

Skills

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

Projects

Painterest

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

React.js, Ruby on Rails, JavaScript, Ruby, Redux, HTML5, CSS3, postgresSQL, 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 JavaScript 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, allowing users to only access and make changes to their own content when logged in.

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 regular stand-up 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 which accounts for player-controlled state changes of each character model.
- Employed OOP techniques with HTML5 Canvas and animation frames to craft realistic illusion of depth.
- Integrated Vanilla JavaScript and CSS to deliver smooth user interface for holistic gaming experience.

Experience

HR Information Systems Analyst | January 2018 - August 2019

Landmark Health - Huntington Beach, CA

- Spearheaded implementation, data migration, and integration of ADP with under-budget project completion.
- Launched intranet page with centralized access to policies and forms reducing HR inbox queries by 20%.
- Delivered metrics and reporting solutions for recruiting team to exceed 2018 growth goal of 1000 employees.

HR Analyst | April 2017 - January 2018

Spireon - Irvine, CA

- Streamlined 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%.
- Pioneered wellness initiatives which resulted in 50% increase in annual employee culture satisfaction survey.

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

Relevant Coursework: Introduction to Programming, Programming with Software Libraries, Discrete Math for Computer Science, Critical Writing on Information Technology