SAM LEE

SOFTWARE ENGINEER

WORK EXPERIENCE

Freelance Front End Developer, 04/2023 - Current

BlueRock Marketing LLC - Remote

- Leading in developing and launching scalable web app with React and Next.is
- Leading architecture and design of new web app from conception to launch
- Actively participating in Agile development sprints to help improve processes and teamwork

Founding Software Engineer, 03/2024 – 06/2024

Docktorly - Seattle, WA

- · Designing and implementing scalable software architectures
- Playing a key role in establishing the company's technical infrastructure
- Selecting appropriate technologies, and setting up development workflows
- Collaborating closely with UX designers, Product Managers and Software Development Engineers to investigate design approaches

Front End Developer, 09/2022 - 09/2023

Triumph Group – Seattle, WA

- Led the creation of a cutting-edge search component, resulting in a 60% reduction in search times for more than 4800 employees and customers
- Authored, optimized, and maintained clean, efficient code, reducing system bugs, contributing to a 20% faster feature deployment rate, and improving the overall development lifecycle

EDUCATION

Master of Science, Software Engineering, Expected in 12/2025 West Virginia University - Morgantown, WV

Master of Arts, Theological Studies, 07/2023 The Southern Baptist Theological Seminary - Louisville, KY

Bachelor of Arts, Percussion Instruments, 02/2012 Gachon University - South Korea

CERTIFICATIONS

- Frontend Web Development Certificate
 Coding BootCamp @Team Sparta Inc, Mar 2022 June 2022
 - Received the best teamwork award

CONTACT

Phoenix, AZ 602-622-6974 swe.samlee@gmail.com

SKILLS

- Java, JavaScript, TypeScript
- React.js, Next.js, Node.js, Redux
- SQL, HTML, CSS
- Tailwind, Shaden UI
- Jest, Testing Library, Zod
- Supabase, Strapi
- Google Analytics, Google Tag Manager
- GitHub, Jira, Figma, AdobeXD

WEBSITES

- Portfolio
- LinkedIn
- GitHub

CITIZENSHIP

US Citizen

REFERENCES

References available upon request.