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| PROFESSIONAL PROFILE  An accomplished detail-oriented application developer with 20+ years of professional experience in software engineering.Expertise and experience with web and mobile development including JavaScript/Typescript (ES5/6/7/Babel), NodeJS, HTML5, CSS3, React Native, Python and Swift. Demonstrated strong competency in developing mission critical systems such as ad publishing, video chat, live video streaming and live game stats update. Self-motivated and proactive to solving the problem, stays busy in exploring new technology and prototyping. A great team player who has a long experience with working in a large team and organization. Constantly maintaining own open source projects and contributing to other projects. TECHNICAL SKILLS  |  |  | | --- | --- | | Platform | Mac OSX, Windows | | Languages | JavaScript/Typescript (ES5/6/7/Babel), HTML, CSS, Python, Java, Swift | | Tools | VSCode, IntelliJ, XCode, Git, Github, Gitlab, Bash, ZSH, Jenkins, TeamCity, Docker, AWS, Azure, JIRA, Azure DevOps, Confluence, Miro, Coda, Figma, Sketch, Lucidchart, Visual Paradigm, Draw.io, GSuite | | Libraries/Frameworks | React, React Native, Redux, MobX, Gatsby, Vue, Angular, D3.js, Polymer, Jest, Storybook, NodeJS, NPM, SASS, GraphQL, Serverless, Terraform, Spring, Google Publisher Tag, Adobe Omniture/Dynamic Tag Manager, Adobe Primetime, AdobePass, Brightcove |  EXPERIENCESenior Software Engineer, AXS Los Angeles, CA — 2022.9-CurrentAccomplishments  * Developed and maintained ticket purchase flow pages for AXS.com * Developed responsive new ticket search page with seat map and interactive 3D view from the seat * Led an effort to convert large old state management codebase to use Redux Toolkit * Conducted code reviews and mentored junior developers  Senior Software Engineer, BCG Digital Ventures Manhattan Beach, CA — 2018.9-2022.1Accomplishments  * Lead engineering team on various projects across industries such as E-commerce, IoT, and Digital Banking * Built monorepo project with frontend (Vue), backend (Serverless with Node, DynamoDB) and infrastructure (AWS with Terraform) with CI/CD on Gitlab * Built Android app using React Native which reports live sensor data fetched via GraphQL subscription * Programmed and maintained Raspberry Pi based PLC installed on marine vessels * Built SSG web app using Gatsby which reads the data from headless CMS through RESTful API * Designed and built complex dynamic form generation app for scholarship funds * Built E-commerce web site using Shopify and ThemeKit * Developed React micro frontend app for one of the major credit card companies * Built hybrid web app using Angular and Ionic for one of the major tax preparation service companies * Implemented PKCE authentication flow with Ping Identity * Mentored team member, performed code review * Worked closely with Product Owner and ran scrum ceremonies on behalf of scrum master  Staff Software Engineer, ESPNLos Angeles, CA — 2017.2-2018.3Accomplishments  * Lead/Maintained WatchESPN Web using React and Redux (<http://www.espn.com/watch>) * Worked on internationalization of WatchESPN Web using react-intl * Worked on implementing new subscription service (ESPN+) * Maintained ESPN Web Video Player * Developed syndicated video player for partners such as Australian Open and US Open  **Principal Engineer, National Football League**  Culver City, CA — 2016-2017.2Accomplishments  * Authored react-metrics (https://github.com/nfl/react-metrics) * Authored react-gpt (https://github.com/nfl/react-gpt) * Lead/Built NFL Rush iPhone App (React Native, Redux, Redux-saga, AVA, NYC) * Help integrating video player (React, MobX, Adobe Primetime) * Integrated HLS native playback capability into the existing video player (HLS.js)  Sr. Application Developer, National Football LeagueCulver City, CA — 2010-2016Accomplishments  * Developed Apple TV NFL App using JavaScript (ES6/Babel) and Java. * Lead/Developed PlayStation 4 NFL App (React.js). * Lead/Developed Draft City web site (React.js). * Built NodeJS internal console for live tagging Fantasy Live Show (Gulp, Backbone.js, Polymer, Passport, PM2). * Built interactive depth chart widget POC (D3.js) * Built real time score update POC page with NodeJS and WebSocket * Built Fantasy Live iOS native app POC (Objective-C). * Developed mobile/desktop schedules pages and responsive modules * Built drive chart in NFL Mobile iPad App. * Developed and successfully delivered NFL New Stats page (Three.js). * Developed and successfully delivered NFL Schedules page. * Developed and successfully delivered Game Center and mobile friendly HTML drive chart on NFL.com using YUI3. * Developed and successfully delivered live streaming player (Adobe Flex, Akamai HDCore) for various live events such as Scouting Combine, Draft, Fantasy Live, Thursday Night Football and Superbowl.  Sr. Application Developer, Fox Audience NetworkSanta Monica, CA — 2009-2010Accomplishments  * Developed and maintained self-serve ad platform  MyAds (<https://www.myads.com>) which serves an ad to MySpace and other FOX partners using Flex, JavaScript (Dojo, jQuery, Prototype), HTML (JSP, JSTL). * Developed reporting tool for internal customer support with HTML5 charting (Highcharts.js). * Developed and maintained e2e code written in Java using JUnit/Selenium and FitNesse. * Developed prototype Adobe AIR application using EXT/jQuery with MyAds SOAP API.  Sr. Application Developer, Fox Interactive MediaSanta Monica, CA — 2008-2009 **Accomplishments**   * Developed and maintained online advertisement generator hybrid application with Flash and HTML. * Developed and maintained customer service application using Flex3/Charting and Cairngorm MVCS framework. * Developed internal data analysis tool using Adobe Flex3 technology with Micro Strategy DI. * Analyze and improve application performance by refactoring code using proper design pattern and object-oriented programming.  Sr. Flash/Flex Developer, Advanced Video Communications, IncLos Angeles, CA — 2004-2008 **Accomplishments**   * Built desktop live video chat application (Adobe AIR, Cairngorm and PureMVC). * Built live chat and conference application. * Developed video chat and participant audition room application for CBS (Dr. Phil) and G4TV (Virtual Audience) to support the web show. * Built multimedia player builder application where a designer can create their own player which can play audio, video and slideshow with custom look and feel and publishes to the user. * Architect/Developed chat API for internal developers and wrote documentation. * Developed video recording application.  Web Designer / Interactive Content Creator, Technocraft International Co., LtdTokyo, Japan — 1999-2003 **Accomplishments** Developed applications as a CD-ROM package for travel bureau company. Worked with writers, photographers, directors to lead development of creative content from initiation to completion.Designed and developed computer games as Shockwave web contents.Developed flash content of Japanese top page for LG Electronics.Established and maintained companies’ web pages with Flash, Dreamweaver, Fireworks and Photoshop for a medical equipment agency.Planned and developed E-learning application using Macromedia Director. Finding out best quality of lecturer video and converting them as QuickTime movie format. Synchronizing Video with lecture text.EDUCATIONKyoto University Kyoto, Japan — 1993-1998 BS Architectural Engineering TRAINING **Digital Hollywood  Osaka, Japan — 1998-1999**  1 year intensive training in interactive design and 3D animation using Macromedia Director and Avid Softimage/Alias Maya.  LANGUAGE  Good Command of English  Native Japanese tongue  Volunteer   * AYSO 14U assistant coach   SPORTS   * Big fan of soccer and play soccer twice a week * AYSO U12 coach and US. Soccer Grassroots 11v11 coach license |
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