

# Tae In Ha

New York, NY (917) 671-8090

[taeinha@gmail.com](mailto:taeinha@gmail.com)

[PORTFOLIO](#)

[GITHUB](#)

[LINKEDIN](#)

## TECHNICAL SKILLS

React, Redux, Ruby, Rails, Javascript, HTML5, CSS3, SQL, PostgreSQL, JQuery, MongoDB, Mongoose, Express.js, Node.js, Firebase, Heroku, AWS S3, Github, SASS, Webpack, RSpec, Capybara

## EDUCATION

### App Academy

2019

Immersive 1000+ hours full-stack web development program with < 3% acceptance rate

### Columbia University, Fu Foundation School of Engineering and Applied Science

2012

Bachelor of Science in Industrial Engineering: Operations Research

## PROJECTS

### VidTube (Ruby on Rails, PostgreSQL, React, Redux)

[Live](#) | [Github](#)

*Full-stack single-page application inspired by Youtube, a video-sharing platform*

- Implemented media storage on AWS S3 with Rails Active Storage to retain PostgreSQL references and to reduce server load
- Optimized Rails backend by eager-loading data to avoid making N+1 queries to the database for seamless user experience
- Leveraged polymorphic associations in Rails, resulting in a lighter weight scalable application
- Created modular Reactful components (e.g., modal) with a Redux store to maintain a DRY frontend codebase

### Kinship (Mongo, Express, React, Redux, Node.js)

[Live](#) | [Github](#)

*Single-page application with a seamless and responsive design to store and organize information on social contacts*

- Designed backend with Mongoose schemas, validations, and query methods to join database results back to the frontend for well-rounded CRUD functionality
- Collaborated and communicated proactively with team members to ensure minimal Git workflow merge conflicts
- Developed an interactive and modular dropdown component to enable dynamic forms to create or edit social contacts

### Dino Jumps (JavaScript, Canvas, Firebase)

[Live](#) | [Github](#)

*A browser-based 2D platformer with an interactive physics-based gameplay*

- Integrated engaging sprite animations with keystroke event listeners leveraging conditional logic and OOP techniques for a more visually appealing and interactive gameplay
- Implemented custom physics engine that allows for intuitive player movement, gravity, and object collision functions
- Utilized Firebase's real-time database queries to retrieve, manipulate, and present high score data to the user

## EXPERIENCE

### Consultant

Hee BBQ

Jan 2015 - Aug 2018

- Communicated effectively to cultivate teamwork while providing exceptional service in a dynamic, fast-paced environment
- Enhanced existing inventory and scheduling trackers resulting in more efficient operations so that employees could focus on other tasks at hand resulting in increased positive customer feedback

### Data Analyst

Citigroup, Global O&T Risk Management Strategy

July 2012 - June 2014

- Developed tools using Excel VBA to automate reporting capabilities and processes, significantly reducing workload (100+ hours per quarter) and ensuring quality in the reporting materials
- Partnered with dozens of teams across Citi to develop, refine, and implement risk metrics (e.g., Key Risk Indicators) which are presented to the most senior forum for risk management decisions and escalation in O&T
- Facilitated the development of a benchmark mechanism to enable Citi's most senior Global O&T Risk Officers to objectively view improvement and/or deterioration trends in Citi's O&T risk profile over time