DANIEL CHO

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SKILLS

JavaScript, React, Redux, HTML, CSS, Ruby, Ruby on Rails, Mongoose, MongoDB, Node.js, Express.js, SQL, SQLite3, PostgreSQL, Webpack, jQuery, Git, Heroku

PROJECTS

Tense (Ruby on Rails, React, Redux, PostgreSQL, Heroku)   Live Site | Github
A Slack-inspired single page web application where users can create channels and live chat
- Implemented CRUD functionality for channels using React and Ruby on Rails, enabling users to create, join, and send messages within channels.
- Utilized Rails action cable and Redux to connect backend and frontend, enabling live chatting between users without requiring a page refresh.
- Employed both CSS flexbox and grid yielding a pixel perfect recreation of the Slack interface.

Postcard (MongoDB, Mongoose, Node.js, Express, Amazon Web Service S3 (AWS))   Live Site | Github
A digital travel log where users can record their trips by uploading photos and creating postcard entries
- Lead the backend half of the project and set up the backend routes and logic for using Express and MongoDB to store and send information from the backend to the frontend.
- Set up multiple image upload and deleting from the frontend and handled image storage on Amazon Web Services S3 (AWS) from the backend.
- Set up the logic of following users and handling the information the state should have when following users vs not.

Tree Gen (Javascript, Three.js, Canvas)   Live Site | Github
A single page Javascript project utilizing three.js to generate trees
- Leveraged three.js to incorporate 3D graphics on the browser using Javascript.
- Incorporated simple geometries and object oriented programming to enable seamless generation of the tree trunk and branches.
- Implemented a control system to adjust the tree's settings and looks seamlessly without the need for a page refresh or buffering.

EXPERIENCE

Assistant Baker
Tous Les Jour, Aug 2019- Apr 2020
- Handled preparation, baking, and decoration of products to achieve a high quality, finished baked good in both taste and appearance.
- Directed and supervised the kitchen and staff's activities as 2nd in command to keep productivity up and ensure products are up to standards.
- Conducted research to develop recipes for products and train staff to incorporate them into the daily production workflow.

Animation/Software Engineering Instructor
The Learnatory, Jun 2018 - Aug 2018
- Created lesson plans and taught multiple classes of up to 30 students of varying ages the basics of 3D modelling, animation, video production, game design, and basic Javascript.
- Engaged the students with multiple programs and tools such as Maya, Arduino, Lego Mindstorms, Raspberry Pi, Kodu, and Multimedia Fusion.
- Spoke to parents to inform them of their child's progress and development, and worked one on one with students to ensure everyone understood the concepts and material well enough to stick with them past the course's end.

EDUCATION

App Academy - Immersive software development course with focus on full stack web development (Spring 2021)
Rhode Island School of Design - *BA - Film/Animation/Video*   (Spring 2018)