

YARUN LUON

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Languages

JavaScript (ES5/ES6/ES7)
HTML/CSS
Python
Java

Frameworks/Libraries

Marionette
Backbone
Phaser
Redux
React

Utility

Underscore
Lodash
jQuery

Testing

Mocha
Chai
Jest

Linting

AirBnB Style Guide
ESlint

Templating

Underscore
Dust

CSS

Semantic UI
Sass

Build

Create React App
Webpack
Babel
Node
Make
Gulp

Services

Google App Engine
Travis-CI
GitHub

Knowledge

API Design
MRAID
A11y
I18n

Usability research

Affinity Diagramming
Heuristic Evaluation
Contextual Inquiry
Task Analysis
Surveys

QUALIFICATIONS

- Five years as a frontend software developer, four years as a researcher/prototyper
- Masters in Human-Computer Interaction, BS in Psychology, BS in Informatics
- Experienced in React/Redux and Backbone/Marionette

EXPERIENCE

Chartboost

Senior Software Engineer

October 2015 to Present: San Francisco, CA

- Responsibilities
 - Design and build web applications in React/Redux
 - Provide technical leadership and manage project deadlines
 - Participate in on-call rotation, deploy releases, and conduct code reviews
 - Maintain or deprecate legacy applications written in Backbone
 - Improve code quality through linting (ESlint, AirBnB) and testing (Jest, Chai, Mocha)
 - Establish best practices in Git, GitHub and JIRA tooling
 - Integrate JavaScript games (MRAID) from partner agencies
- Significant contributions
 - Client-side video validation
 - End to End QA automation
 - Full stack CSRF prevention
 - Development environment standardization
 - DOM-based HTML5 Form Validation

AppDirect

Senior Software Engineer

September 2013 to October 2015: San Francisco, CA

- Worked closely with telecoms in 11 countries distributed across 3 continents
- Implemented WCAG 2.0 A and AA accessibility specifications for two major telecom companies
- Led weekly front end team meetings that grew from 6 to 27 people
- Developed and maintained a continuous translation process of 16 languages
- Provided proof-of-concept of right-to-left language conversion
- Second place hackathon finisher for a street fighter style visualizer based on workflow progress

Software Engineer

June 2012 to September 2013: San Francisco, CA

- Implemented UIs using Backbone, Marionette, Wicket and many JavaScript libraries
- Implemented internal and external analytics reporting using Segment.io and Google analytics

Hewlett-Packard

Visiting Scholar in the HP Labs Social Computing Group (Researcher/Full Stack Developer)

July 2008 to June 2012: Palo Alto, CA

- Led a team through a research study on social media behavior
- Contributed to psychometrics by developing a novel methodology to discover latent beliefs
- Created a new survey methodology that increased participation by up to 75%
- Developed near-field communication technology for Android devices
- Built survey cloud service using AWS, Python, Django, jQuery, jQueryMobile
- Created a Layar augmented reality server in Node.js, a BlackBerry app, and a Java API

EDUCATION

Master of Science in Information: Human-Computer Interaction

University of Michigan, 2008

Bachelor of Science: Psychology, Informatics

University of Washington, 2005

SELECTED PUBLICATIONS

Understanding social influence in online choices

Haiyi Zhu, Bernardo A. Huberman, Yarun Luon. CHI'12

Rankr: A mobile system for crowdsourcing opinions (Presented)

Yarun Luon, Christina Aperjis, Bernardo A. Huberman. MobiCase '11

Friendlee: a mobile application for your social life

Anupriya Ankolekar, Gabor Szabo, Yarun Luon, Bernardo A. Huberman, Dennis Wilkinson, Fang Wu.
MobileHCI '09, MobiCase '10