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FRONT-END DEVELOPER

an opportunity to become interested in one's duties

"Technology is ultimately for people."

Creating a service for people was the first experience of programming. In the military, the office in the unit, which served as an administrative officer of the military command, often worked extra hours due to the manual-oriented work processing. I wanted to improve this environment through office automation, so I was satisfied that it was well-made when I learned programming by referring to Excel's help and made office automation program.

But unexpectedly, the executives complained of inconvenience after using it. It was because the program ignored the existing process and induced me to handle the work with the process that I thought was efficient. Since then, after analyzing the work process of executives, we have studied ways to efficiently handle the work while maintaining the process as much as possible.

The newly created office automation program was said to be satisfactory and was awarded a special prize for the fact that it eliminated overtime work and improved combat capabilities by reducing the burden of administrative work.

This experience made me realize that technology is good for people, but I wanted to be a front-end developer who could interact closely with users because I wanted to be more comfortable with them.

Degree of skill utilization

"JavaScript"

I learned various functions of JavaScript through constant learning, and I also have a lot of project experience using Web API to produce audio visualization or WebGL and asynchronous communication. I frequently check ECMA's latest grammar and try to make the code as intuitive as possible.

"React"

I am confident because I have a lot of experience in projects using React. The portfolio site and accounting management platform have been created as React. I have experience using React

using Typescript, and prefer to write using Hook.

"Redux"

Basic status management can be done using actions and stores. In addition, there is a project experience of creating a middle server using Redux-saga to communicate asynchronously.

"Rest API"

I have experience in implementing Rest API backend including JWT authentication through AWS using Serverless framework and documenting through Gitbook.

"CSS"

Thanks to my major in design, I have been exposed to CSS often. I know the methodology and use of CSS3 and prefer SMACSS methodology. Experience implementing responsive styles and animations with CSS according to Google's Material Design specifications. Recently, SASS has been used to create style sheets similar to HTML structural diagrams to increase intuitivity.

"HTML"

I have confidence in designing HTML5 structures because I have used them often with many project experiences. Recently, we've been studying how to make the most of accessibility.

Core competency

"Add a special to the generalist."

I have experience in creating an accounting book management platform. We set up our own planning, design, development team, front-end development, AWS-based architecture design, UI/UX design, publishing, and planning.

Different teams have different views on how to express and develop their planning intentions as they progress the project. The planning intention was to make the target group look simple, considering that it was not an expert, but the development team needed a lot of manipulation buttons for various functions, and the design team found it difficult to meet both needs.

To solve this problem, we tried to become a communication channel between teams based on planning, design, and development knowledge created by multiple majors and many project

experiences. I explained and persuaded the development team about the concept of minimalism and the design team about the possibility of using the CSS function. As a result, rather than listing features, we found compromises such as minimizing each in a suitable location for use and then allowing the function to appear when the mouse cursor is near or when the button is pressed.

Seamless interdisciplinary communication can shine as a perfect collaboration in the company. Based on my planning and understanding of UI/UX design ideas, I think I can become the best front-end developer if I have the opportunity to develop my front-end development skills and I will do my best to make the company's service more accessible to users.

value

"I have an altruistic sense of improvement."

My secret to learning was that my friend, a developer in college, always gave me fundamental answers to programming questions. Thanks to this, the foundation was solid and we were able to do well-founded programming.

As I was helped, I thought I should continue the virtuous cycle beyond that, so I informed my friends of what I had learned and became a team member who was working on the project together.

This virtuous cycle has enabled us to grow with our team members and produce results with good user experience, and I am confident that the company's future virtuous cycle will lead to better outcomes.