

RICHARD YOO

Full Stack Developer

 zariman  richard-yoo
 zariman.github.io/portfolio/

PROFESSIONAL SUMMARY

Former Physical Therapist by day and programmer by night now committed full time to software development. Eager to jumpstart career as a **Full Stack Developer** and continue to devote my time honing my skills. Adept at leveraging resources to enrich learning and solve challenging problems. Completed 3-full stacks (Python, Java, and MEAN) in 14 weeks at a coding bootcamp to accelerate learning and be with like-minded people. Hard-working and motivated seeking to work for a company that provides mentorship and values career growth of employees.

SKILLS

PROFICIENT: JavaScript, Java, Python, NodeJS, Django, Flask, Angular, Spring Boot, MySQL, SQLite, MongoDB, Git, HTML, CSS, Bootstrap, jQuery, Unity3D

EXPOSURE: C, C++, C#, Android Studio, Blender, Photoshop, Adobe Premiere, AutoCAD, MATLAB

INTEREST: React, Kotlin, unit-testing, machine learning

PROFESSIONAL: quick to build rapport with clients through effective communication and interpersonal skills

PROJECTS

Multiplayer Pong – Sept. 2018

3-D pong app which uses sockets to enable real-time multiplayer capability over the web. Uses three.js for graphics and Spring Boot/MySQL for backend/database.

- Originally pitched the idea and recruited 4 others to work in a team of 5.
- Contributed in multiple aspects of product development including game design, front-end, gameplay, database, and SFX.
- Practiced semi-agile team approach to tackle problems and resolve conflicts.

24 Seconds Basketball – Q2 2016

Android mobile game using swipe gestures to dribble and shoot a basketball. Used Unity3D (C#) and Blender for modeling, physics, and gameplay logic. Incorporated Google API for leaderboards and Chartboost for ads.

- Launched on Google Play store – 2600+ downloads and counting.
- Designed various modes (3pt shootout, vs. CPU, tutorial, shootaround).
- Responsive to different screen sizes and aspect ratio.
- Scripted a basic AI for player vs. CPU mode.

March Madness Bracket Helper – Jul. 2018

Simplifies algorithm calculation for NCAA March Madness bracket. Helps users visualize team stats between matchups and guides in making a prediction for the tournament bracket. HTML/CSS/JavaScript for front-end and Django (Python) for back-end.

- Gathers data from server by parsing through JSON files. Stats collected from basketball-reference.
- Soon to incorporate data visualization tools (chart.js, D3).

WORK EXPERIENCE

KAISER PERMANENTE

PHYSICAL THERAPIST – Mar. 2018 – Jul. 2018

Autonomously evaluated and treated patients in the outpatient hospital setting for musculoskeletal conditions and developed individualized plan of care to address areas of deficit. Received kudos for outstanding patient care and high ratings on patient satisfaction surveys score.

ATI PHYSICAL THERAPY

PHYSICAL THERAPIST – Jan. 2017 – Feb. 2018

Worked between two clinics and treated a diverse group of patients. Managed own patient caseload and displayed good time management skills working in mid-to-high volume clinics. Supervised PTA's/rehab techs and collaborated in providing optimal patient care.

EDUCATION

CODING DOJO

CODING RESIDENT - Jul. 2018 – Oct 2018

Learned Python, Java, MEAN during an immersive 14-week program. Curriculum for each stack includes RESTful API design, responsive web design, building full stack web apps (front-end/back-end/database), and deployment using AWS EC2 services.

UNIVERSITY OF CINCINNATI

DOCTOR of PHYSICAL THERAPY - 2013 – 2016

Completed an intense 3-year doctorate degree comprised of didactic courses, labs, and internships.

OHIO STATE UNIVERSITY

B.S. in HUMAN NUTRITION - 2008 – 2013

Major GPA of 3.64. **Electrical and Computer Engineer major** for 2 years and completed all required math and physics courses.

** Projects code can be found in Github. Video demonstrations can be found in portfolio.*