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# RICHARD YOO

Full Stack Developer

 zariman  richard-yoo

## SUMMARY

Former Physical Therapist now committed to lifelong learning in software development who is eager to jumpstart a career as a **Full Stack Developer.** Quick to learn new technologies and adept at leveraging resources to enrich learning and solve challenging problems. Learned 3-full stacks (Python, Java, and MEAN) in 13 weeks with highest marks in each stack. Prior exposure to array of technologies including Unity3D, Android Studio, Blender, Auto CAD, MATLAB, and etc. Looking for a career where I can grow fundamentally as a programmer and start contributing to projects in meaningful ways.

## EDUCATION

### CODING DOJO

**FULL STACK DEV STUDENT -** Jul. 2018 – Oct 2018
Learned Python, Java, MEAN during an immersive 13-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 Engineer major** for 2 years and completed all required math and physics courses.

## 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 for 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.

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

## 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.
- Created own API – gathers data from parsing through JSON files. Stats collected from basketball-reference.
- Soon to incorporate data visualization tools (chart.js, D3).