

# UnJae Pyon

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New York/ NY

## EXPERIENCE

### Technical Lead

*Corona Care USA, Inc. | June 2020 - present*

[Site Live Link](#)

- Schedule, coordinate, and manage weekly meetings with technical team to assign tasks and review progress.
- Oversee site development and conduct code reviews for GitHub pull requests to maintain quality of code.

### Software Engineer

*Corona Care USA, Inc. | March 2020 - June 2020*

- Develop backend Rails API for handling donations, requests, and user authentication, ensuring proper storage of all donation transactions for record for startup non-profit looking to provide Coronavirus aid.
- Utilize Redux with React components in the frontend for viewing/filtering request results and implement Stripe API payment services for handling donor information.

### Construction Administration

*ODA Architecture | Jan 2016 - May 2019*

- Managed redesigns of spaces with cost-efficient design alternatives under strict time constraints, reducing construction costs and increasing financial values by 16%.
- Coordinated meetings and on-sites with clients and contractors to resolve construction issues, deadlines, and requests for information, ensuring a constant flow of communication.

## SKILLS

React, Redux, JavaScript, Ruby, Rails, RSpec, HTML, CSS, SQL, PostgreSQL, AWS S3, Stripe, jQuery, Python, Git, Heroku, SendGrid, Node.js, MongoDB, Adobe Photoshop / Illustrator / InDesign, Sketch

## PROJECTS

**Behold** (Rails, React, Redux, JavaScript, AWS, Webpack, HTML, CSS, PostgreSQL)

[live](#) | [github](#)

*Behold is a single-page app inspired by Behance that showcases creative art & architecture student projects.*

- Connected Rails backend to AWS S3 for hosting project images while utilizing encrypted keys between the app, AWS, and deployment to Heroku to ensure a secure, organized viewing of project images and reduce server load.
- Developed custom user auth using BCrypt in the Rails backend, a modular React component with conditional mapping of error messages in the frontend, and cookies to create user login that persists across sessions.

**League of Legends Statistics** (JavaScript, D3, Riot Public API)

[live](#) | [github](#)

*Data visualization project that uses vanilla JavaScript and the D3 library to visualize average game stats.*

- Utilized D3 JavaScript library to build interactive heatmaps using extracted in-game player death coordinates graphed onto the game map and animated bar graphs displaying comparable in-game information.

## EDUCATION

**Web Development - App Academy** | Fall 2019

- Web development bootcamp with 1000-hour curriculum and <3% acceptance rate

**B.Arch Education - Pratt Institute School of Architecture** | 2010 - 2016