

Samuel Yoon

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EDUCATION

University of California, Berkeley - Bachelor of Science - Mechanical Engineering (2014)

App Academy - 1000-hour immersive full-stack web development program (August 2019)

SKILLS JavaScript, Node.js, TypeScript, React, React Native, Redux, Apollo, GraphQL, jQuery, AWS, SQL, Git, HTML5, CSS, Golang, NoSQL

EXPERIENCE

Software Engineer (Javascript, Typescript, React Native, React, Golang, GraphQL, PostgreSQL, AWS)

Sibros, Sept 2020 - Present

- Sole owner and contributor to Sibros' end-to-end UI testing utilizing Cypress.io.
- Constructed components and features for the company's first mobile application (iOS & Android), leveraging React Native, AWS services, and Hasura. Features include user authentication, vehicle management, user profile management, and role based access control.
- Created APIs in Golang and front-end React components for the dashboard system, allowing users to build and save custom dashboards consisting of a wide selection of chart types.

Software Engineer (Javascript, Typescript, React, Node.js, AWS, NoSQL)

TAYGO, Sept 2019 - June 2020

- Developed front-end shared libraries containing dynamic & reusable components, giving access to multiple repositories.
- Contributed to the automated digital branding platform by creating an in-house website builder, where end-users could apply global theme sets, add/remove component blocks, and publish to their domain.
- Implemented automation to a review system involving branded email campaigns, through the use of AWS tools such as Lambda, SQS, DynamoDB, and Elasticsearch, relieving the user of manually scheduling campaigns and maintaining customer data.
- Spearheaded discussions and managed tasks for an overseas team of 8 engineers to execute technical requirements.

Product Manager & Product Applications Engineer

NEXTracker, May 2018 - May 2019

- Identified internal product gaps and managed the implementation of new product requirements caused by emerging photovoltaic module technology, preventing a potential loss of 2 gigawatts of utility scale projects.
- Led design of experiment, construction, and execution of bifacial module performance testing, resulting in findings of a 1.9% increase in bifacial module power output on NEXTracker's product in comparison to traditional linked-row trackers.

SOFTWARE PROJECTS

FundIt! - 2019 (Rails / Ruby, JavaScript, React / Redux, CSS3, PostgreSQL) <https://fundit-aa-sf-may-19.herokuapp.com/>

A platform inspired by Kickstarter.com

- Incorporated backend user authentication by utilizing BCrypt salt and hashing method to avoid storage of plaintext passwords in the database and prevent exposure of sensitive user information.
- Implemented combination of PostgreSQL relational database, Active Record associations, and jBuilder to eliminate extraneous database queries and to transfer all relevant information from the database to the front-end Redux store, allowing for proper rendering of components with accurate details.
- Employed Redux architecture's unidirectional data flow with React for predictable state and reliable DOM rendering.

TypeFighter - 2019 (MERN) <https://typefighter.herokuapp.com/#/login>

A fun and engaging typing game with single and multiplayer game options

- Integrated webSockets(Socket.io) for constant two-way server to client communication, allowing real-time multiplayer functionality.
- Created custom modal framework using React component architecture, producing smooth user experience and avoiding unnecessary re-rendering of React components.
- Leveraged React component lifecycle methods with component state to properly handle rendering and game logic dependent on user keyboard inputs.