Bryan Yi

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TECHNICAL SKILLS

Strong: JavaScript (ES5/ES6+), Typescript, HTML/CSS, React.js, Next.js, GraphQL/Apollo, TailwindCSS, SCSS, SPA, Redux, Node.js/Express, PostgreSQL, MongoDB/Mongoose, Git/Github, Terminal Command Line, Chrome Developer Tools, Visual Studio Code, Netlify, Vercel

Experienced: Java, SpringBoot, Heroku, Digital Ocean,, AWS (RDS, EC2, EB, S3)

Other: Postman, Figma, Draw.io, Notion

PROFESSIONAL EXPERIENCE

Web Developer | *The Ridge*   **July 2021 - Present**
- Engineered Next.js/Typescript, TailwindCSS, Builder.io, and Netlify to build faster landing pages that can be quickly iterated by the marketing and design teams while maintaining web speed performance from over a second to 500ms.
- Developed an internal tool with Node/Typescript to sync our main codebase with our code bases for the international stores while being able to omit specified files and to control the individual steps of the script such as merging and deploying through yarn commands and .env settings.
- Oversaw and organized the implementation and iteration of a new product personalization feature.
- Implemented Webpack to compile and minify Javascript and SCSS files to optimize page load speeds and to bolster a clean architecture of the codebase.
- Developed new workflows to efficiently streamline the integration and iteration of the code base and third-party apps used by the marketing team to improve maintainability and scalability.
- Utilized Javascript, Jquery, and APIs to create new features such as modals for capturing customer emails, showcasing conditional upsells in the minicart, and country redirects for international stores.
- Improved efficiency of manual processes such as international store syncing and migration by developing robust Bash scripts to reduce human error and meet time constraints.
- Collaborated with designers to improve user interface, user experience, and mobile responsiveness by adjusting SCSS and restructuring HTML pages.
- Maintained strict version control with Bitbucket and Github through frequent and detailed code reviews.

PROJECTS

Reddityi | *Reddit-type blog clone*
- Engineered NodeJS with Typescript to construct GraphQL API's to query PostgreSQL database, handle user authentication, and to communicate with Next.js frontend by utilizing GraphQL Code Generator and Apollo.
- Integrated TypeORM to create PostgreSQL tables for users and posts, and the relationships between them to track who is voting on a certain post.
- Architected Next.js with Typescript and GraphQL/Apollo for designing the frontend, to connect to the backend to present posts, and to create rules for creating, deleting, and editing posts.
- Leveraged GraphQL Code Generator to seamlessly allow Next.js to query the backend service while maintaining type-safety with Typescript.
- Containerized NodeJS backend with Docker and deployed to DigitalOcean server using Dokku, and deployed Next.js frontend with Vercel.

E-Kars | *E-Kars is a (conceptual) full-stack e-Commerce project that sells used electric cars.*
- Architected NodeJS/Express to build RESTful API endpoints to create a server, load car products, handle user authentication, create private routes, and manage Stripe payments by implementing Express Middlewares to handle various endpoints and to maintain a separation of concerns between each piece of functionality.
- Engineered ReactJS to maximize the website's speed and responsiveness by utilizing React Router to build a single page web application.
- Integrated Redux to retrieve and supply data from MongoDB via Axios into a centralized store to orchestrate cart functionality, and to simplify the filtering feature on the products page.
- Designed a user authentication system with custom User model-methods using Mongoose to hash the user's password before saving it to the database.
- Incorporated Stripe API for secure payment at checkout for scalability and to prevent cybersecurity issues.
- Implemented custom Error Handlers to make each file cleaner and more readable.
- Deployed application to Heroku to showcase the project to other developers and receive feedback.

EDUCATION

University of California, Irvine | *Bachelor's of Arts, Public Health*

INTERESTS

Snowboarding | VR Games | Electric guitar | Dev Blogging | Calisthenic | Tech news