

# MICHAEL LEE

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## EDUCATION

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Western Governors University / Bachelor of Science in Computer Science  
VCU School of Pharmacy / Doctorate of Pharmacy

**Expected Graduation July 2023**  
**May 2017**

## TECHNICAL SKILLS

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**Languages:** Javascript, HTML/CSS, PHP, SQL

**Tools & Frameworks:** React, Node.js, Laravel, Git, Jest

**Project Management:** Jira, Figma, Notion

## WORK EXPERIENCE

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**Moyuree Gallery Shop** *Software Engineer* ([Demo](#))

**Jan 2022 - Oct 2022**

- E-commerce portal for a local Seattle artist to showcase her art, provide a venue to sell her work, and generate leads for business inquiries.
- Utilized AWS Lambda to leverage a serverless architecture for backend implementation with REST APIs developed through Netlify Functions
- Implemented Netlify user authentication using GoTrue, an open-source API for OAuth2 and JWT based user registration and authentication
- Designed and implemented a scalable database schema through Contentful.
- Increased company visibility by 20% and sale conversions by 15%

**100Devs** / *Software Engineer*

**Apr 2022 - Present**

- Design, build, and test web applications for clients through nonprofit groups, grassroots organizations, and open-source contributions
- Led a team of 5 developers to develop a full-stack appointment manager using HTML/CSS, Node.js, and MongoDB.
- Developed a backend service to handle signup, user authentication, and scheduling/deleting/tracking appointments
- Tracked user stories, bugs, and impediments using Jira
- Proposed changes to the onboarding process of new developers and mentored new hires through 1-on-1 sync meetings

**ProtoFast** *Software Engineer* ([Demo](#))

**Apr 2022 - Sept 2022**

- Start-up backed project management web application for teams to collaborate quickly from ideation to MVP
- Created a frontend in React for users to create projects, invite users, create issues tickets, and review / approve resolved tickets
- Built a backend service using Node.js to handle user authentication, sessions, and user state
- Designed all frontend mockups using Affinity Designer
- Implemented a flexible MongoDB database schema to store cookies, user data, and project state

**emulation studios** / *Software Engineer*

**Feb 2020 - Apr 2022**

- Created 15+ video game prototypes for pitches for publishers, funding through kickstarter campaigns, and learning material for students
- Maintained production bugs and improvements of published games using Jira to prioritize requirements, and utilizing CI/CD pipelines to rapidly iterate through build cycles
- Mentored new game developers by providing guidance on OOP, game design, and 1-on-1 sync meetings