ELIJAH NAM
Software Engineer

908-868-8390   elijah.nam@gmail.com   Portfolio   LinkedIn   Github   GREATER NYC AREA

SKILLS: React, Redux, Ruby, Rails, JavaScript, SQL, PostgreSQL, HTML, CSS, Express.js, Node.js, MongoDB, Mongoose, Git, Heroku, Webpack, JQuery, Google Maps API, AWS

PROJECTS:

TRACEMYPACE   *Ruby on Rails, React.js, Redux.js, HTML5, CSS3, Google Maps API*   live | github

Full-stack clone of popular running app MapMyRun, allowing users to create/map routes they wish to or have already run.
- Implemented Google Maps API to build a route creator, which incorporates Google's geolocation API to access the current user's address, as well as the Markers and Polylines APIs to allow for the creation of visual routes.
- Constructed front and back-end user authentication in rails alongside cookies passed to and stored client-side on the front end to persist logins across sessions.
- Incorporated polymorphic associations in Ruby on Rails' Active Record for comments with users and statuses, for Dry Code.

FISHYDEX   *MongoDB, Express, React.js, Node.js, HTML5, CSS3, AWS, Google Maps API*   live | github

A one-stop fishing information and destination full stack app to help you find areas near you to fish.
- Applied dynamic wildcard-based URL-generation and Axios library API to hyperlink Google Map markers to fish location detail pages.
- Maintained design workflow, processes and project management to establish priorities and meet deadlines
- Coordinated with backend engineers through data sourcing to build forms for UX/UI.

RUN KAKASHI RUN   *JavaScript, HTML5, CSS3*   live | github

An iteration of popular side-scrolling running games where you jump over obstacles to get the highest score.
- Achieved parallax scrolling by using different negative accelerations on multiple backgrounds and objects on the canvas to add depth to create a more immersive experience.
- Built using object-oriented programming to create relationships between classes and expose necessary class methods to utilize in the animation loop and render different objects to the HTML Canvas Element.
- Effectively utilized collision detection between player and object based on position on the pixel grid provided by HTML Canvas API to determine overlap and trigger game over logic.

EXPERIENCE:

Export Operations Manager

Pantos Logistics, Englewood Cliffs, NJ   Apr 2018 - Jan 2020
- Lead a team in the handling of major accounts that brought Pantos an average revenue of 100 - 200k per month.
- Created and implemented automated spreadsheets to replace manual project management and input processes by employees, tripling overall time efficiency.
- Oversaw monthly assessments and forecasts of grain financial performances to ensure continued growth.

Export Operations

Hanjin Logistics, Paramus, NJ   Jul 2014 - Apr 2018
- Monitored overall operational processes and performances for grain accounts.
- Worked in a collaborative small team that handled yearly revenue of 1.5 - 3 mil. depending on product movement.
- Audited and managed competitive rates (buying & selling) to retain and gain clients.

EDUCATION:

Rutgers University - *BS Finance*   Sep 2006 - May 2010
AppAcademy   Jan 2020 - May 2020
Rigorous 1000+ hour software development program with 3% acceptance rate focusing on a variety of programming languages and platforms including Rails, React/Redux, JavaScript, HTML, and CSS, as well as database management.