

Sang Suh

Cupertino, California | email: sanghosuh@gmail.com | phone: (408)482-6721

Linkedin: [sanghosuh](https://www.linkedin.com/in/sanghosuh) | Portfolio: sangsuh.com | Github : github.com/justlikesang

SKILLS & TECH STACK

Development Languages : Javascript, Python, SQL, HTML, CSS

Tools & Framework : React, Styled-components, Node.js, Postgres, Flask, Jest

PROFESSIONAL EXPERIENCE

Fullstack Developer | Facebook (Menlo Park, CA)

Jul. 2021 - Present

- Created client-side application using React and type annotation system to organize the correct data while maintaining user interaction contents with modular workflow.
- Extracted validators and configurations on a global app level to enhance ease of usability, maintainability, testing, and future extensibility.
- Partnered with product team to create a brand color identity/theme to translate the brand identity seamlessly into code.

Frontend Developer | MusicNBrain Non-profit organization(San Francisco, CA)

Apr. 2021 – Present

- Successfully built client-side of application from ground up working in a cross-functional environment between product and design.
- Utilized smart configurations to create inhouse custom form state management hook to be customizable and dynamic.
- Delivered pixel-perfect results through numerous design iterations.
- Tech used: JavaScript, React, TypeScript, Styled-components**

Software Engineer Intern | LiveStack.video (San Francisco, CA)

Jan. 2021 –Feb.2021

- Maintained and implemented features for a live-streaming platform built on SQL, Express.js, and React.
- Primary responsibility involved maintaining and debugging our Zoom integration's authentication flow.
- Enhanced user experience by creating new appropriate authorization error messages by parsing responses with more precision.
- Created customized messages on SendGrid to be integrated with our platform to notify users of their authorization updates.
- Updated database schema and models to better identify and track users with Zoom authorization errors.
- Tech used: React, JavaScript, Express.js, MySQL, PsqI**

3D Environment - Unity Developer | Futurewei Technologies (Santa Clara, CA)

Sept. 2018 –Mar.2020

- Initialized concept ideas from photoshop to establish a seamless VR project details to 3D environment.
- Compiled scene development by merging art assets and code necessary for visual effects to harmonize the scene to render.
- Optimized the scenes in Unity with refined models and shaders to hit at least over 90 fps or to hit a maximum of 120.
- Work cross functionally with engineers and designers to deliver projects into the game engine.

3D Developer | Apple Inc. (Cupertino, CA)

2016 – 2018

- Optimization on memory and bug fixes related to common work flow for projects in 3D teams.
- Designed and implemented the development of the cities for 3D Flyover City Tours.
- Received specialized training to learn the proprietary engine (software) to control the state of the project.
- Reviewed hundreds of assets daily ensuring they followed specifications outlined by the senior developers.

PROJECTS

Jobly | Full Stack Engineering Project [Livesite](#) | [Github](#)

-A job application site built using **React** on the frontend. Backend is built with **Express** and **PostgreSQL**.

MeeowChat | Full Stack Engineering Project [Livesite](#) | [Github](#)

-An application site built with inspiration from Twitter using **Python**, **Flask**, and **PostgreSQL**.

EDUCATION

Rithm School: Web Development 2020-2021

Full Stack Software Engineering Immersive Program

Bachelor of Fine Arts: Game Design, 2015

Academy of Art University