CATHERINE M CHOI

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PORTFOLIO | GITHUB | LINKEDIN

EXPERIENCE

Associate Software Engineer **April 2022 – Present**
Finder (Manhattan, NY)
— Working with 5 other engineers to develop a mobile wallet app under agile development with CI/CD principles.
— Created frontend reusable components for a component library using React and Typescript, with Jest unit tests and Storybooks, and connected to the backend using GraphQL and Apollo.

Data Analyst **January 2020 – April 2022**
Finder (Manhattan, NY)
— Built and designed dashboards to report on progress towards key objectives, resulting in time savings of ~5 hours per week.
— Programmed and analyzed results from surveys, including cleaning data, adding data visualizations, and summarizing key findings.
— Analyzed publicly available datasets using Python and Tableau to find interesting, marketable insights that lead to features and syndications in MSN, Yahoo, Fox, etc.

PROJECTS

Slacker (Ruby on Rails, React, Redux, WebSockets) Live | Github
A single page web app clone of Slack featuring real-time chat.
— Utilized Rails Action Cable WebSockets to implement live-chat, allowing users to chat in different chat rooms each with its own chat history and participants.
— Implemented Google OAuth 2.0 authentication to allow users to sign in via Google
— Leveraged the Giphy API to allow searching for gifs by search term to send in chat

MangoMusic (MongoDB, Express, React, Node.js, Redux, Mongoose) Live | Github
A social media platform based around music
— Utilized the Spotify Web API via server-to-server authentication to allow users to search for songs, listen to song previews, and extract song details
— Refactored and integrated code from other developers to deliver frontend and backend compatibility as the flex developer

Somewhere (JavaScript, HTML, HTML5 Canvas, CSS) Live | Github
A platforming game made with Vanilla Javascript and Canvas
— Utilized Javascript to render character, enemy, and projectile movements dynamically using principles of object oriented programming
— Incorporated gravity, friction, and distance calculations to animate character movement and used tile maps to allow easy level construction.

EDUCATION

Boston College (Chestnut Hill, MA) **May 2017**
Bachelor of Arts – Double Major in Mathematics and Economics
— National Merit Scholar

LANGUAGES

Typescript
Javascript
Ruby
HTML / CSS
SQL
Python

TOOLS & FRAMEWORKS

React / Redux
Node.js
GraphQL
Express
Rails
jQuery
Git
PostgreSQL
MySQL
MongoDB

HOBBIES

Indoor rock
climbing
Volleyball
Lacrosse