

ERIC CHON

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PROFESSIONAL SUMMARY

An Insurance Adjuster turned software developer, efficient in both team and solo oriented settings, striving for personal and technical growth. My past experiences have helped guide me to pursuing a career in tech. Satisfying my constant curiosity for how things work and why.



TOOLS/SKILLS

Git | GitHub | Heroku |
Postman | PostgreSQL |
Bootstrap | RSpec | GraphQL

LANGUAGES

Ruby-Rails | HTML | SQL |
ActiveRecord | GraphQL

EXPERIENCE

American Family Insurance
October 2016 - 2021
Auto Insurance Adjuster

EDUCATION

Turing School of software and
Design
Graduated April 2022

PROJECTS

Book Club (team)

Link to Repo - bit.ly/book_club_be

Summary - Book Club builds community through literature. Users can connect through groups, messaging, and a bountiful resource of books.

- Responsible for consuming multiple API with a service, facade, poro structure, creating endpoints utilizing serializers.
- Collaborated with a team of developers, cycling through full-stack roles. optimizing a Service Oriented Architecture .

OK, Cryptid (team)

Link to Repo - bit.ly/ok_cryptid_be

Summary - OK, Cryptid opens a world of mystery with the thrill of being able to find trails near cryptid sightings. Users can read details of a cryptid as well as review recent sightings.

- Utilized GraphQL and GraphQL as new technologies.
- Worked off Github project boards to have a clear way of communicating with teammates.

Sweater weather (solo)

Link to Repo - bit.ly/sweater_weather_be

Summary - A back-end project designed to explore the consumption and combination of data from multiple API's in order to expose new functionality to a front-end developer.

- Responsible for creating serializers that allow a FE developer to access data through endpoints.
- Maintained a Service, Facade, and Poro structure to retrieve and filter data received from API's.