

Allen Lee

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PROFILE

I'm a full stack software engineer with extensive experience in the JavaScript ecosystem, and proficiency in TypeScript and Go. I'm passionate about the digital space and the intersection between art and technology.

EXPERIENCE




Creator, Software Engineer, Campfire  2024 – present

Campfire is a self-hosted, CI/CD development framework that deploys dedicated preview environments with integrated collaboration tools on AWS.

- Engineered Campfire's CLI, which automates the deployment and teardown of AWS cloud infrastructure (ECS Clusters, Application Load Balancer, Lambdas, S3, Secrets Manager), reducing a 40-step workflow to one command.
- Developed a Software Development Kit (SDK) for Campfire to implement session replay functionality through inter-iframe communication.
- Architected and implemented RESTful API facilitating serverless backend communication (AWS API Gateway, Lambda, Secrets Manager).
- Implemented a user-friendly UI for feedback features such as integrated commenting using React and Material UI.
- Authored a comprehensive case study  providing an in-depth analysis of Campfire's problem domain, system design, and engineering decisions.
- Collaborated with a remote team of four engineers across four different time zones, using agile workflow.

Software Engineer, Open-source projects 2022 – 2024

Developed numerous personal and open-source web applications.

- **Rainbucket**  - A web development tool to inspect and debug webhook integrations at real-time (React, Express, Node.js, MongoDB, PostgreSQL, Nginx, Digital Ocean, WebSockets)
- **Muse**  - An online discussion forum for musicians backed with a RESTful API. (Pug, Express, Node.js, PostgreSQL)
- **Colors**  - A color-based art filtering application utilizing The Art Institute of Chicago's open-source API (Pug, Express, Node.js)

Manager & Barista, Cafe Trois 2021 – 2022

Led a diverse team of staff members, fostering a collaborative and positive work environment, while managing day-to-day business operations.

TECHNICAL SKILLS

Front End

JavaScript (ES6+), TypeScript, React, jQuery, Material UI, Handlebars, Pug, HTML/CSS

Back End

Node.js, Express, GoLang, PostgreSQL, MongoDB, REST APIs

Cloud

AWS (ECS, ELB, Lambda, CloudFormation, S3, IAM), Digital Ocean, Heroku, Fly.io, VPCs

Other

Git/GitHub, Docker, Linux, Bash, WebSockets, HTTP, Jest, Cypress, OOP, Nginx, Postman

EDUCATION

Launch School

Multi-year, mastery-based software engineering curriculum. Read more at launchschool.com/employers 

2022 – 2024 | Online

New York University

Completed coursework in Computer Science and Mathematics

2019 – 2020 | New York