Johan Zhenghan Lee

Full-Stack Web and Mobile Developer

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Work Experience

Docsnap Feb 2025 – Present
Web Application Developer *Atlanta, GA (Remote)*

- As Docsnap's sole web developer, architected and built its full-stack Next.js, React and TypeScript web app from scratch, extending the Android and iOS healthcare platform to web users.
- Integrated Docsnap APIs and AWS S3 for secure attachment uploads and downloads across 1,000+ medical records.
- Migrated the company website from Angular to Next.js on Firebase.
- Built the site's marketing foundation: a blog, SEO titles and headings, a sitemap, GA4 analytics and cookie consent.
- Set up the Stripe payments and subscriptions workflow, with Checkout flows for multiple plans and promo codes backed by Firebase Cloud Functions; the mobile app's onboarding uses it for sign-up.

Compassion International May 2023 – Aug 2023
DevOps Intern *Colorado Springs, CO*

- Built and presented a Go microservice that posts GitLab issues to Microsoft Teams channels in real time.
- Implemented and tested GitLab-to-Teams webhooks with OAuth and JSON handling, streamlining CI/CD processes.
- Optimized the deployment process and system reliability by managing Docker-based DevOps environments.
- Partnered with a DevOps specialist to build an AWS Service Catalog proof of concept for cloud resource provisioning, presented at a company showcase.

Singapore Armed Forces Jul 2018 – May 2020
Tank Operator, National Service *Singapore*

- Drove the Leopard 2SG main battle tank.
- Provided logistics and admin support for Exercise Panzerstrike (2020) and the National Day Parade 2019.

Projects

Dino Duel | Godot 4.7, GDScript, Android Oct 2026 – Present

- Designed and built a portrait Android card game with 68 collectible creatures, simultaneous-move battles, and a campaign of 19 battles across three eras; available on Google Play.
- Built it with Claude Code from concept to Google Play in two weeks, directing it through a written design doc and project conventions, and verifying every change with automated tests and simulations.
- Kept game rules in deterministic, UI-free code shared by the game, tests, an AI-vs-AI balance simulator, and simulated players that tune campaign difficulty.
- Cut idle GPU load from 62–69% to about 16% with frame capping and idle throttling, and made the collection screen open about 10x faster with cached thumbnails.

Practice10k Music App | React Native, TypeScript, Supabase Jan 2024 – Jul 2025

- Directed a four-person development team building a mobile practice app for musicians, using an Agile workflow.
- Led end-to-end development with React Native and TypeScript, architecting core features around the user experience.
- Migrated the database from Firebase to Supabase, with database functions and Row-Level Security behind a new API.

Technical Skills

Languages: TypeScript, JavaScript, Java, Python, Go, C
Web and mobile: React, Next.js, React Native, Node.js, Tailwind CSS
Data and cloud: PostgreSQL, MySQL, Supabase, Firebase, AWS (S3), Stripe, REST APIs
Tools: Git, GitHub, Docker, GitLab CI/CD, Figma, Claude Code (AI-assisted development)

Education

Virginia Tech Aug 2020 – May 2024
B.S. Computer Science | GPA: 3.1/4.0 *Blacksburg, VA*

- Relevant coursework: Data Structures and Algorithms, Cloud Software Development, Computer Systems, Database Management, Intermediate Software Design, Human-Computer Interaction.