Lien Font
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Personal Website Portfolio: http://lienfont.dev GitHub Profile: https://github.com/90sPixelDev

Programming Skills

Skills: BIRT, SQL, Eclipse, C#, JavaScript, TypeScript, HTML, CSS, JSON, PHP, XML, React, WordPress, react-router-dom, Tailwind, Firebase, Windows Forms, ScSS/SASS, Auth0, nodeJs/Node, Axios, SourceTree, GitHub, GitBash, Git, npm, Figma, Netlify, Wix, Vercel, API, Unity

EDUCATION

The Art Institute of Tampa, Bachelor's of 3D Game Art & Design

July 2015 - December 2018

- ♦ Used the Unity engine with custom c# code-base to create final video game of a rolling ball plat-former
- ♦ Created, designed, tested and fully released a board-game with a team of about 9-11 students as a final project

EXPERIENCE

InvestCloud Tampa, FL

BIRT Developer

July 2023 - April 2024

- Spearheaded the creation of a new custom client report style using BIRT within Eclipse, resulting in a 90% increase in user engagement and a modernized brand image.
- Implemented dynamic services using JavaScript to create flexible reports based on user input, enhancing user experience and process efficiency.
- Proactively ensured team alignment with project timelines, accelerating project completion by 2 weeks and preventing project extension into 2024.

PROJECTS

RP Rooms

Typescript — React — React-Router-DOM — Tailwind — Firebase

- Developed a fully custom web chatting application inspired by Discord, enabling role-playing interactions among users.
- Implemented React router for secure and efficient navigation within the app, utilizing protected routes for enhanced security for the user.
- Leveraged React state management and Firestore real-time database to facilitate real-time messaging and server room management for user data organization and clarity.

Free the Games

JavaScript — ScSS — API

- Created a dynamic website for viewing information on current free games, utilizing Axios to fetch API data and ensure up-to-date content.
- Employed JavaScript to dynamically generate HTML elements and CSS classes for dynamic rendering of game information.

Drama Lister

C# — Windows Forms

- Developed a CRUD program for capturing, storing, updating, and reading listings of shows/dramas watched, utilizing C and Windows Forms library.
- Implemented binary format saving to enable data persistence and retrieval for enhanced user experience.

Expense Tracker

React — JavaScript — Tailwind — Firebase

- Designed and developed a mini Expense Tracker application for tracking expenses, with data stored on Firebase Cloud Database.
- Utilized Tailwind for responsive design tailored to mobile-first viewing, ensuring a seamless user experience across devices.
- Implemented Firebase authentication to protect user data and ensure secure access to expense tracking features.