

Stanley Louie

Interactive Developer

stnly.louie@gmail.com | (917) 858-8635

iouie.github.io

SKILLS

C#, JavaScript, HTML, CSS, Unity, Bootstrap, Git, NodeJS, React, PixiJS, Flexbox

EXPERIENCE

American Greetings, OH – *Interactive Developer Intern*

AUGUST 2021 – MAY 2022

- Collaborated with other developers and designers to produce, maintain, and secure the functionality and accessibility of web applications
- Designed and deployed 10+ highly interactive electronic-cards for Jacquie Lawson using JavaScript, TypeScript, and PixiJS
- Revised and updated code for web applications to accompany WCAG
- Communicated and collaborated with multi-disciplinary teams of engineers, designers and producers on a daily basis

RIT SportsZone, NY – *Dining Services Assistant*

SEPTEMBER 2017 – JANUARY 2020

- Trained 10+ new student workers in multiple stations, increasing productivity and efficiency of food sales
- Stocked, organized, and cleaned shelving, floors, freezers, and coolers to maintain a 100% score on health inspections
- Upheld food safety, food handling, and sanitation requirements to ensure the health and safety of 70+ daily customers and staff
- Provided excellent customer service by taking orders with a friendly demeanor on a consistent basis

EDUCATION

Rochester Institute of Technology, NY – *Bachelor of Science*

NEW MEDIA INTERACTIVE DEVELOPMENT

PROJECTS

KR33-8 — Established and developed an educational and informative web experience on terraforming by creating 3 vanilla JavaScript minigames for users to play

WEB AUDIO VISUALIZER — Designed and implemented a visually appealing demonic themed web audio visualizer using Canvas API and Web-Audio API to generate two dimensional shapes and JavaScript's Canvas API for user interaction