

KENNETH NG



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KennethCNg

SKILLS

JavaScript
React.js
Redux
Ruby
Ruby on Rails
Git
SQL
Mocha
Swagger
PostgreSQL
Websockets
Bootstrap
Webpack
CANVAS
Three.js
HTML5
CSS3

EDUCATION

App Academy **Fall 2017**

*Immersive 1000+ hour web
development bootcamp*

Stony Brook University **Fall 2011 - Spring 2015**

BS - Neuroscience

EXPERIENCE

J.P. Morgan - Roar | May 2018 - Present *Software Engineer*

- Led a front-end team of two in redesigning our platform from scratch using ES6, React/Redux, and Bootstrap (20+ React components and 7 pages)
- Collaborated with project managers, and front-end and back-end developers to develop and deploy our platform for the data science team at J.P. Morgan
- Implemented part of the back-end API data layer for metrics computation (ES6)
- Introduced unit testing with Mocha for load and functional testing, and industry standard ESLint(AirBnB) into our ecosystem for team-wide
- Additional technologies used were Plotly for plotting real-time data, Lodash for JavaScript functional programming, and Swagger.io and Redocs for API documentation

PROJECTS

This-Chord | Full Stack

[Live Site](#) | [Github](#)

This-Chord is a single page web application that features live real-time chat functionality

- Incorporated live chat functionality using the Pusher API
- Distinguished chatrooms from direct messages at the database level
- Fetched messages for chatrooms and direct messages using jQuery's AJAX function
- Built using a tech stack of React.js / Redux, Ruby on Rails, and PostgreSQL

Elon's Crazy Day | Front End

[Live Site](#) | [Github](#)

An endless runner inspired by Atari's famous 1983 Pole Position

- Written using HTML, JavaScript, and Canvas
- Utilized Object-Oriented practices to define the responsibilities of the background, user, cars, and game logic

NBA-Cubed | Front End (Ongoing)

[Live Site](#) | [Github](#)

A 3D data visualization of all NBA players arranged by points per game

- Developed using the three.js library, a wrapper around WebGL
- Player statistics are pulled from a third-party API to provide real-time updates
- jQuery is used for DOM manipulation as well as fetching data from the third-party API

Macro4Me | Full Stack

[Live Site](#) | [Github](#)

Macro4Me is a sleek and clean food logger that allow users to keep track of their meals daily

- Developed custom validations are used to ensure wrongful user inputs are not saved in the database
- Utilized Bootstrap to create a responsive webpage for better user experience
- Developed custom authentication using the BCrypt gem to hash password digests and SecureRandom.base64 to generate session tokens for users
- Built using a tech stack of React.js / Redux, Ruby on Rails, and PostgreSQL