

General Assembly

Mar 2015 – June 2015

Web Development Immersive | Front End Web Developer

Puncher - A simple whack-a-mole style game

- Built with Javascript, CreateJS library, Express and SQLite3
- Using Ajax request when time runs out to pass the score to the Game Over page and inserting a row with new id and score in SQLite3 table.
- When a player name is saved it is added into the same row in SQLite3 and only top four player names and scores will be listed on the index page.

Thainer - A single-page web application designed for a restaurant

- Developed with BackboneJS and jQuery on front end application on an Express and SQLite3 back end.
- Using RESTful app, users can edit menu categories and dishes while being able to display the menu in a presentation format right away by utilizing templates.

Wikasia - A CRUD application for travellers targeting Southeast Asia area

- Built a RESTful app that allows users to create, edit, and delete their profiles and articles using Ruby on Rails, SQLite3 and Sass.
- Controlled the relationship between users and articles when a user is deleted with 'has_many' and 'belongs_to' in Active Record.

Technical Skills

Programming: Ruby, Rails, Sinatra, Active Record, JSON, JavaScript, ReactJS, BackboneJS, NodeJS, Express, PaperJS, CreateJS, JQuery, SQLite3, HTML5, CSS3, Sass, Pure, Bootstrap, Materialize, Github

Design: Photoshop, Illustrator, InDesign, Revit 2015, Rhino, AutoCAD 2011

Previous Experience

Skidmore Owings and Merrill, Architect, New York, NY

Sep 2013 – Feb 2015

TVA Architects, Architectural Technician, Portland, OR

Nov 2011 – Jun 2013

Skidmore Owings and Merrill, Architectural Technician, New York, NY

Nov 2009 – Aug 2011

HOK, Architectural Technician, Atlanta, GA

Jun 2006 – Oct 2009

Education

Savannah College of Art and Design

M.Arch in Architecture, 2006

Volunteer Work

New York Road Runners

Habitat for Humanity

Interests

Half marathons, swimming, boxing, drawing, sustainable design, architecture, baking