Andy Ong
Web Dev, Game Dev

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https://github.com/axo5586
https://axo5586.github.io/portfolio

#917-825-6663

Summary

A passionate developer with prior experience in producing interactive web-based applications and have game design experience. Available immediately for full-time / contract.

Work History

Web Development Intern @ makeithappen.nyc ; New York, NY   (July 2019 – Nov 2019)
Maintained and created web app projects for firm's clients, utilizing MVVM React and Angular.

Worked on two separate web apps. One was a get-a-quote one page web app form for an insurance company using Angular.js. Primarily responsible for implementing some small front-end design changes to match customer feedback on project, implementing parts of the form like SSN and date formatting, and fixing issues that came up.

The other web app was a photo library website pertaining to eSports, where users could shop and buy licensing for images. This was created from scratch based on design wireframes and client feedback during the overall process and used React.js for front-end, AWS and Cloudinary for API backend, and incorporated libraries like bootstrap.

Projects
(More in Portfolio)

Lemonade Tycoon (2 months)   https://axo5586-tycoon.herokuapp.com
- *Solo project* | A web app / game akin to cookie clicker made in a month. Utilizes Redis / mongoDB databases for information storing and data manipulation. It contains a simple login system and uses React and Handlebars to display the front-end.

Black Panda Art Gallery (1 Week)   https://black-panda-gallery.herokuapp.com
- *Solo project* | A responsive website for a fictional art gallery using bootstrap and an animated banner made with Adobe Animate. Uses design principles and a functional navigation bar and rotating image carousel.

Weather Near Me (1 month)   https://bit.ly/2Ws1tne
- *Team project* | A web app that incorporates weather maps API and google maps API to show the current weather or future weather of any given location. Made with a partner in which I was responsible for displaying elements with Vue.js, incorporating weather maps API, and making the online cloud Firebase to save user searches.

Sunset Hill Visualizer (1 month)   https://bit.ly/3dHs6KM
- *Solo project* | A web-based audio visualizer using nodes and audio data retrieved from songs. Used canvas to draw and algorithmic logic to display. Highly customized.

Skills

Languages – Javascript, HTML, CSS, C++, C# (MonoGame, Unity, Selenium), Bootstrap
MVVM Frameworks – React.js, Angular.js, Vue.js
Operating Systems – Windows, Linux
Programs – Visual Studio Code, Visual Studio, Photoshop, Unity, MS Office
Miscellaneous – Git, Agile workflow, JIRA, Firebase Cloud, FMOD, Unreal

Education

Rochester Institute of Technology
2016 – 2020

Bachelor of Science (B.S.) in Game Design and Development.
Expected graduation in August 2020.

GPA: 3.61/4.0
RIT Dean's List: Fall 2016, Fall 2017, Spring 2017, Spring/Fall 2018