

# Andy Ong

Game Developer, Web Developer

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

## Summary

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

## Experience

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

- Developed two separate web apps using Angular.js and React.js.
- 1<sup>st</sup> App - Insurance get-a-quote one page web app form for an insurance company using Angular.js, bootstrap, and selenium C#. Worked on fixing issues, implementing parts of the form like SSN and dates, and changed front-end design based on customer feedback.
- 2<sup>nd</sup> App – Photo library licensing web site pertaining to eSports. Developed from scratch based off design wireframes and using React.js, Redux, and Bootstrap for front-end and AWS Lambda, Cloudinary API, and Node.js packages resulting in a streamlined customer process of selecting image library and purchasing it after adding images to cart. Changed design of site per client's feedback on front-end changes as well.

## Projects

(More in Portfolio)

- Lemonade Tycoon (2 months)** <https://axo5586-tycoon.herokuapp.com>
- *Solo project* | Web app / game akin to cookie clicker created in a month. Made login system, session authorization, and back-end data manipulation using Redis / mongoDB databases. Made front-end with React and Handlebars and CSS.
- Black Panda Art Gallery (1 Week)** <https://black-panda-gallery.herokuapp.com>
- *Solo project* | Responsive 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. Developed front-end using Vue.js and incorporated the Weather API, along with handling JSON objects received from both APIs. Worked with Firebase cloud to save user searches.
- Sunset Hill Visualizer (1 month)** <https://bit.ly/3dHs6KM>
- *Solo project* | Web-based audio visualizer made by manipulating audio data retrieved from songs using JavaScript. Used canvas, and CSS styling to draw and used algorithmic logic to display primitives. Highly customizable design in application.

## Skills

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

## Education

**Rochester Institute of Technology** (Expected graduation in August 2020)  
Bachelor of Science (B.S.) in Game Design and Development  
**GPA:** 3.61/4.0  
**RIT Dean's List:** Fall 2016, Spring/Fall 2017, Spring/Fall 2018