

Andy Ong

Web Developer

#917-825-6663

axo5586@rit.edu
<https://github.com/axo5586>
<https://axo5586.github.io/portfolio/>
[linkedin.com/in/andy-ong-390240127](https://www.linkedin.com/in/andy-ong-390240127)

Summary

Seeking a front end development or web development position using strong skills in JavaScript. Available immediately.

Web Developer(co-op) @ Xana Ad Hoc Studios; New York, NY (Sept 2020 – Dec 2020)

Worked to create a website from scratch for a VR mystery game in a team of four where I was one of two primary programmers of the site: changelingvr.com.

Created multiple character interactions and website format from scratch using HTML, CSS, Javascript, Vue.js, and multiple libraries for rendering graphics including Pixi.js, Three.js, and Matter.js. Handled logic and asset production / editing for interactions, and created underlying team page display logic. Shared some design choices and facilitated communication between multiple teams at times with our web team.

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

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.

Osu! Skins "Seoul Skins" (Ongoing)

- *Solo project* | Personal hobby of creating in-game skins that replace assets in the popular online freeware game "Osu!" with images and other assets the creator adds into it. Skins are very renowned in the community and are made with design principles in an attempt to make the usage of it coherent and aesthetic.

Skills

Languages – Javascript, HTML, CSS, C++, C# (MonoGame, Unity, Selenium), Bootstrap

MVVM Frameworks – React.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, Spring/Fall 2020