

ADDRESS

27456 Century Cir Laguna Niguel, CA, 92677 USA



ABOUT ME

I'm an aspiring Backend/ Fullstack Web Developer with a focus on the MERN(MongoDB, Express, React, Node.js) stack. I've been programming since my time at UCSD where I was introduced to C/C++ and JAVA.



SKILLS

Javascript(w/ES6)

Node.js/Express

React

MongoDB

MYSQL

Socket.io

Unix CLI/Linux

AWS/DigitalOcean

PHP

LAMP stack

WEB DEVELOPER

Jay Lim

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www.jayclim.com



Projects

O www.1v1me.io

Othello/Reversi

Hackathon turned web application that allows users to play single & double player modes of Othello. Double player mode features a real-time chat supported by Socket.io. Responsible for creating full MERN stack.

Source code can be accessed here:

https://github.com/jlxc106/c5.17_hackathon

O www.batsu.io

Event Management/Accountability App

Created a web application designed to keep friends/family accountable for meetups. Users can invite each other to events created within the platform and must check-in prior to event deadline. Responsible for setting up the backend (PHP, MYSQL, and Express) and polishing the frontend (React, Redux).

Source code can be accessed here:

https://github.com/jlxc106/batsu_app

O www.sitelogs.herokuapp.com

Apache Site Logs

Web application that displays apache logs of my portfolio page using charts/tables. PHP & shell script used to parse logs and generate json file. Project server uses MERN stack to import, store, and provide data for display. Web server updated daily at 5:30 PM PST.

Source code can be accessed here:

https://github.com/jlxc106/site analytics

O Film Funnel

Movie DB/Review App

Hackathon project that utilizes API responses from YouTube, Reddit, and TheMovieDB. Application provides details and the internet's reviews of an array of movies. Responsible for handling API responses from TheMovieDB to gain access to list of popular movies. Source code can be accessed here:

https://github.com/jlxc106/C5.17_hackathon2



EDUCATION

Sep 2011 **O** University of California, San Diego

Jun 2015 B.S. Chemical Engineering(3.22 GPA)

Unofficial minor in Computer Science (due to rule within Jacobs School of Engineering).

References: Available upon Request

OPEN TO TRAVEL/RELOCATION