

John Lim

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- PROJECTS**
- Polylit** (*Rails, React, Flux*) [live](#) | [github](#)
Rich single page web app that emulates the UX of Medium.com.
- Responsive design achieved via media-queries in CSS3.
 - Throttles server requests when auto-saving drafts or loading paginated data.
 - Makes AJAX requests in the background for a less disruptive experience.
 - Incorporates a 'What You See Is What You Get' rich text editor into React.
- Hexscape** (*Javascript, HTML5*) [live](#) | [github](#)
Addictive physics puzzle game built in HTML5 Canvas and Phaser.
- Implements level creation as a modular, iterative process.
 - Stores and keep track of players' attempts and achievements.
- Mu** (*Ruby, Rack, SQL*) [github](#)
Lightweight MVC framework with a built-in ORM for making web-apps.
- Models and queries database rows in an object-oriented manner.
 - Messages apps through a stack of homemade middleware.
 - CSRF protection and both flash and session cookie storage.
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SKILLS

Ruby	Rails	JavaScript	React	Flux
HTML	CSS	Git	SQL	TDD

- EXPERIENCE**
- Barista** - New York, NY (2013-2015)
- Shipped hundreds of products a day to customers in a timely way.
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- EDUCATION**
- App Academy** - New York, NY (2015 - 2016)
- Immersive full-stack web development course, < 3% acceptance rate.
 - Strong emphasis on pair programming, TDD, and best practices.
- CS50x: Introduction to Computer Science** - Harvard, edX.org (Summer 2015)
- Robust, 100+ hour MOOC that teaches the fundamentals of Comp. Sci. in C.
- Brown University** - Providence, RI (2008 - 2012)
B.A. in Literary Arts

PORTFOLIO johnlim.me • **GITHUB** [jolim24601](https://github.com/jolim24601)
LINKEDIN <http://www.linkedin.com/in/john-lim...>