

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.

- Throttles server requests when auto-saving drafts or loading paginated data.
- Achieves responsive design via CSS3 media-queries.
- Incorporates a 'What You See Is What You Get' rich text editor into React.
- Sets up tag and author follows as polymorphic associations.
- Separates any peripheral model logic into concerns.

Hexscape (*JavaScript, HTML5*)

[live](#) | [github](#)

Addictive physics puzzle game built in HTML5 Canvas and Phaser.

- Iteratively maps hexagons into staggered rows.
- Maps object coordinates in JSON for non box-shaped collision detection.

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.
- Massages apps through a stack of homemade middleware.
- CSRF protection and both flash and session cookie storage.

SKILLS

Ruby
HTML

Rails
CSS

JavaScript
Git

React
SQL

Flux
TDD

EXPERIENCE

Barista - New York, NY (2013-2015)

- Shipped hundreds of products a day to customers in a timely way.

EDUCATION

App Academy - New York, NY (2015 - 2016)

- Immersive full-stack web development course, < 3% acceptance rate.
- Strong emphasis on pair programming, TDD, and CS fundamentals.

CS50x: Introduction to Computer Science - Harvard, edX.org (Summer 2015)

- Robust, 100+ hour MOOC that teaches the fundamentals of CS 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...>