

# 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.*

- Makes XMLHttpRequest instances in the background for a less disruptive experience
- Renders home feed based on an amalgamated SQL query of followed authors, followed tags, and the amount of favorites a story receives.
- Builds a React component on the first stable release of a WYSIWYG rich text editor

### Hexscape (*Javascript, HTML5*)

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

*Addictive physics puzzle game built in HTML5 Canvas and the Phaser library.*

- Plays through increasing levels of difficulty that test thinking skills.
- Full-body collision detection for non-box shaped objects.

### Mu (*Ruby, Rack, SQL*)

[github](#)

*Lightweight MVC framework with a built-in ORM for making web-apps*

- Models and queries the database after the ActiveRecord pattern.
- Massages apps through a stack of homemade middleware built by Rack::Builder.

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## SKILLS

**Ruby, Rails, Javascript, jQuery, React, Flux, HTML, CSS, SQL, Git, TDD**

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## EXPERIENCE

**Barista** - Sweetleaf LIC, New York, NY (Jan 2015 - Nov 2015)

- Shipped hundreds of products a day to customers in a timely, organized fashion

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## EDUCATION

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

- Immersive course in web development, < 3% acceptance rate
- Strong emphasis on code quality and design patterns.

**CS50x: Introduction to Computer Science** - Harvard (Summer 2015)

- Robust, 100+ hour online course that teaches the fundamentals of Comp. Sci. in C.

**Brown University** - Providence, RI (Sep 2008 - May 2012)

B.A. in Literary Arts