

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

- Provides OAuth for login with Facebook or Twitter
- Achieves mobile responsive design via CSS3 media-queries
- Saves images to the cloud and distributes them via a CDN for faster page load
- Redis caching for non-critical data to reduce SQL queries to the server

Hexscape (JavaScript, HTML5)

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

Addictive physics puzzle game built in HTML5 Canvas and Phaser

- Interacts with a fully realized physics engine and sprite rendering API
- 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 - Sweetleaf LIC, Gregorys Coffee - New York, NY (2013-2015)

- Shipped hundreds of products a day to customers in a timely fashion
- Took 6 months in between in 2014 to hike the entire Appalachian Trail

EDUCATION

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

- 1000-hour full-stack web development course with < 3% acceptance rate

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

B.A. in Literary Arts

Relevant Coursework

Introduction to Computer Science - Harvard, edX.org (Spring 2015)

Algorithms, Part I

- Princeton, coursera.org (Summer 2015)

PORTFOLIO johnlim.me • **GITHUB** [jolim24601](https://github.com/jolim24601)

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