

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 requests to the server when auto-saving drafts or scrolling infinitely.
 - Makes XMLHttpRequests in the background for a less disruptive experience.
 - Builds a React version of a 'What You See Is What You Get' rich text editor.
- Hexscape** (*Javascript, HTML5*) [live](#) | [github](#)
Addictive physics puzzle game built in HTML5 Canvas and Phaser.
- Maps level data in JSON, allowing level creation to be a modular process.
 - Stores player info. in Window.localStorage.
- 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.
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SKILLS

Ruby	Rails	JavaScript	React	Flux
HTML	CSS	Git	SQL	TDD

- EXPERIENCE**
- Barista** - Sweetleaf LIC, New York, NY (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 course in web development, < 3% acceptance rate.
 - Strong emphasis on pair programming 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)
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