



Joshua Mun

Software Engineer

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SKILLS

Languages

- Javascript
- Ruby
- HTML5, CSS3
- SQL

Frameworks

- Rails
- JQuery, Ajax
- Phaser
- Bootstrap

Adobe

- Photoshop
- Illustrator
- InDesign
- Premiere Pro

Methodologies

- Agile
- Test-Driven Development
- MVC, OO Design
- Mobile-First, Responsive



PROJECTS

May
2017

CORNMAN THE GAME & API *Dev Lead*

📍 Seattle, WA

Researched, built and deployed an infinite side-scrolling game, Cornman, using Javascript on the Phaser framework in 7 days

- Built backend Cornman API on rails to receive Cornman the Game's AJAX requests to record and retrieve top ten scores
- Provided daily project management, feedback structures and strategic vision for a team of 3 towards demo day
- Further details on project development story can be found on [personal portfolio here](#)

Video Overview of Project:
vimeo.com/216220524

Mobile Phone Game:
cornman.herokuapp.com

API Web App:
cornman-api.herokuapp.com

Apr
2017

POKE OVERFLOW

📍 Seattle, WA

Engineered a (delicious) Stack Overflow clone utilizing Ruby, Rails and RESTful conventions

- Led front-end development by implementing a single-page app design in vanilla CSS



EXPERIENCE

Aug 2016-
Jan 2017

AMAZON *Brand Specialist*

📍 Seattle, WA

Managed an international multi-million dollar e-commerce business on the Amazon.ca platform from end to end that included vendor management, supply chain operations, and digital marketing resulting in Bosch Tools as #2 in Amazon Canada



EDUCATION

May
2017

FULL STACK WEB DEVELOPMENT *Dev Bootcamp*

📍 Seattle, WA

Immersive 19 week education practicing pair-programming, TDD and Agile through project based curriculum utilizing modern web app tech stack

Jun
2015

PHILOSOPHY B.A. ENGLISH LITERATURES & WRITING B.A.

📍 La Jolla, CA

University of California, San Diego

Graduated Cum Laude with Highest Distinctions, and nominated as speaker for Roger Revelle Honors Commencement Ceremony