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

Methdologies
- 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 retrive 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 bootstrap concepts 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-programing, TDD and Agile through project based curriculum utilizing modern web app tech stack

Jun 2015

PHILOSOPHY B.A.
ENGLISH LITERATURES & WRITING B.A.
University of California, San Diego

📍 La Jolla, CA

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