

Justin Ly

Web Developer

Brooklyn, NY

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<https://justin-yin-ly.github.io/portfolio-website/>

Summary

Passionate game developer looking to spread that passion to other disciplines in programming and software by utilizing critical thinking and problem solving skills. A team player who works well with others to identify and analyze conflicts, and then coordinate and deploy a solution quickly.

Skills

Digital Development Proficiencies

HTML5, JavaScript (ES6), CSS3, Python, SQL, MySQL, NoSQL, C#, OOP

Software Proficiencies

Visual Studio, Visual Studio Code, pgAdmin 4, Postman, Windows Powershell, Github

Web Technology Proficiencies

Angular, AWS, Expo, Firebase, Jest, Node, PostgreSQL, Puppeteer, React, React Native

Education & Honors

CareerFoundry - Full Stack Web Developer

July 2023 – July 2024

Rochester Institute of Technology - Golisano College of Computing & Information Sciences

Bachelor of Science in Game Design and Development, magna cum laude

GPA: 3.78

August 2018 – August 2022

Dean's List | Fall 2018 – Fall 2021

Additional Info

Interests: Writing, Drawing, Storytelling, Game Development, Gaming, Baking, Ice-cream Making

Other Skills/Proficiencies: Godot, Unity, Unreal Engine, Writing, Typing, Fast Learning, Problem Solving, Chinese Zither (Guzheng)

Projects

GiftedChat Mobile App | *Production Coordinator, Web Programmer* | Brooklyn, NY April 2024

- Created a mobile chat app according to specified visual & functional requirements
- Built the real-time application (RTA) using React Native & GiftedChat, & tested using Android Studio & Expo Go
- Application functioned on devices with connection to an online database powered by Google Firebase

Cinedata | *Database Administrator, Web Programmer* | Brooklyn, NY August 2023 – September 2023

- Developed & managed a custom database of film and user information through a NoSQL implementation
- Engineered API for use with film database that allowed users to create their own accounts and search for film information
- Delivered user experience through the implementation of a React App

Professional Experience

ChangelingVR | *Development Team Lead, Level Designer, Programmer* | Brooklyn, NY May 2022 – August 2022

- Led a team in the iteration, ideation, and development of a new level centered around the game's established narrative
- Communicated between project leads and other teams to present clear expectations and improve collaborative efforts
- Maintained thorough documentation of development work and design decisions for the sake of future teams to iterate on

Skyline Studios | *Co-founder, Lead Coordinator* | Brooklyn, NY June 2020 – Present

- Assembled and led a team of talented individuals to create story-driven video games and other narrative-focused content
- Designed and developed primary game systems to create memorable interactive experiences for consumers
- Iterated on existing design, innovated within the field, and made products unique and attractive to consumers

Volunteer Experience

Local Community Swap Meet | *On-site Coordinator* | Brooklyn, NY November 2022 – Present

- Volunteered at local libraries to manage regular events involving the exchange of donated items
- Coordinated with fellow volunteers to sort items and manage crowd of participants
- Ensured an orderly experience for event-goers and provided assistance when needed