

Ashley Kang

Software engineer seeking opportunities to contribute to digital experiences that connect people, culture, and information.

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EXPERIENCE

Color Coded Collective — *Software Engineer, Technology Consultant*

MAY 2016 – PRESENT

- Facilitating co-design processes with nonprofit, academic, and public sector clients as part of a cross-functional team, including concept and goal discovery, content strategy, design proposals and critiques, web and software development, and internal and client trainings
- Implementing community technology projects like the [CLEAN Carwash LA website redesign](#) and [Locales "Recommend a Business" form](#)

CSUF Extension and International Programs — *Web Developer Fellow*

OCTOBER 2017 – MAY 2020

- Regularly updated CMS-based [websites](#) and marketing campaigns for 30+ programs to reach 168K+ students for 3 academic years
- Designed promotional assets and informational materials (print and digital) based on the award-winning marketing/communications team's brand guidelines

Google Summer of Code/Processing — *Open Source Software Contributor*

MAY 2019 – AUGUST 2019

- Designed and implemented the new [Showcase](#) section of the p5.js documentation website (featuring 6 projects by 14 creators) using HTML, CSS; templating and internationalization with Node.js, Grunt, YAML, Assemble; and accessibility audit recommendations
- Featured in p5.js version 1.0 release (February 2020), [Processing's blog](#), [p5.js 1.0 Contributors Zine](#); expanded to feature 60 projects in 2020

PROJECTS *More @ ashleykang.dev*

[Emoji Mirror \(Light/Dark Moon Mode\)](#) — *NYU ITP Camp 2019*

- Contributed a p5.js sketch that manipulates webcam pixels into emoji to an interactive art installation presented at the camp showcase

[Sketchbook](#) — *Coding for Artists, Fall 2018*

- Created 2D/3D graphics prints and image processing and Autodesk Maya scripts using Python libraries Turtle, cImage, and PyMEL

SKILLS

Web development HTML5, CSS3, CMS, browser developer tools (Firefox, Chrome), git/GitHub, JavaScript libraries (jQuery, Node.js, p5.js, React), APIs; web a11y, i18n, and security practices

Design UI/UX concepts and methodologies; wireframing and prototyping with Figma; Adobe Creative Suite

Programming languages Python (working); JavaScript, C/C++ (basic)

Operating systems macOS, Windows, Linux (Debian)

EDUCATION

California State University, Fullerton M.S. Computer Science 2022

New York University B.A. Individualized Major (Studio Art; Computer Science; Media, Culture, and Communication) 2016

ACTIVITIES

Received full ride to attend NYU ITP Camp 2019 and participated in creative technology workshops (p5.js, ml5.js, Arduino, plotter printing/cutting)

