Kirkmin

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Solo Projects

Gamehub (Rails, Backbone) | live | github

Video blogging website based on Twitch.tv
- Singlepage Backbone app consuming RESTful JSON Rails API.
- Enabled uploading and watching videos on site via Filepicker API.
- Augmented with freeforall Tags.
- Nested comments via polymorphic associations to keep database normalized.

Zombie Smash (Javascript, HTML5) | live | github

Original shooting survival game written in Javascript
- Spritebased visual interface consuming Canvas 2D API.
- Supports smooth animation and intuitive controls on mouse and keyboard via Javascipt engine.

TROLOLO (Javascript, jQueryUI) | live | github

Collaboration and organization app based on Trello.
- Rich user experience featuring intuitive draganddrop UI to reorganize card and items.
- Advanced BackboneonRails design patterns, including overriding parse methods to create Rails'like associations clientside.

Skills

Ruby, Rails, Javascript, jQuery, HTML, CSS, git, TDD, Backbone, SQL

Experience

Private Math Teacher, Focus Learning Center (20142015)
- Instructed variety of math subjects up to AP Calculus BC
- Acquired offers to return and for individual private tutoring.

Library Assistant, University of Southern California East Asian Library (20082012)
- Managed journal binding, Sirsi operations and Bookstack maintenance.
- Promoted to train and delegate responsibilities to new recruits.
- Committed 4 years whereas everyone else left within half a year.

Education

App Academy, Web Development (Fall 2014)
- Full-stack web development course. Acceptance rate < 5%.
- Strong emphasis on code quality and design patterns.

University of Southern California, BA Philosophy 2014
- Two time Dean's List
- Member of USC Golden Key International Honor Society
- Course Highlights: Calculus, Linear Algebra, Statistics, Physics, Logic

Links

Portfolio www.kirkmin.net
GITHUB www.github.com/kirkmin
LinkedIn www.linkedin.com/in/kirkmin