

QUASAR WEI

LOS ANGELES, CALIFORNIA

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github.com/quasarwei | Dev: quasarwei.io | Art: quasarwei.com

Full stack software engineer with a Master's Degree in Experimental Animation and a combined 2+ years of web design and development, game dev and 3D art experience, passionate about creating engaging and immersive experiences.

Technical competencies: JavaScript ES6, C++, Python, Java, Processing, GLSL, three.js, React.js, Redux, jQuery, HTML, CSS, SASS/SCSS, BEM, Enzyme, Jest, Mocha, Chai, Node.js, Express, PostgreSQL, Git, NPM, XML, SQL, Chrome Dev Tools

Design: Adobe Creative Suite including Photoshop, Illustrator, XD, InDesign, Blender, 3DS Max, Zbrush, Substance Suite

EDUCATION

THINKFUL | ENGINEERING IMMERSION PROGRAM

August 2019 to January 2020

5-month program in full-stack web development

UCSC SILICON VALLEY EXTENSION | CERTIFICATE IN COMPUTER PROGRAMMING

October 2018 to July 2019

9-month certification program in object-oriented development with a focus on C, C++, Java, Python, XML and UML

CALIFORNIA INSTITUTE OF THE ARTS | MASTER OF FINE ARTS IN EXPERIMENTAL ANIMATION

2018

VIRGINIA COMMONWEALTH UNIVERSITY | BACHELOR OF FINE ARTS IN KINETIC IMAGING

2015

RELEVANT PROJECTS

THINKFUL ENGINEERING IMMERSION PROGRAM

Participated in daily paired programming sessions with other developers and gave meaningful feedback to my peers. I also developed three fully functional web applications using the PERN stack. Key projects include:

[GROOP](#) | ONLINE TASK MANAGER

Partnered with 3 team members on the development and implementation of an online points-based task manager built to help groups organize and prioritize tasks using the React framework. Core responsibilities included:

- Heading the planning of the backend framework architecture and RESTful API, implementing features including an opt-out email notification system and an automated scoring system, writing unit and integration tests.
- Communicating with peers on the website's visual design and UI/UX, and developing UI components including sidebar, task display information, user and group settings, landing page design and create/edit task page.
- Ensuring best practices in user input validation, handling errors and API calls to optimize for better performance.
- Designing the website to be responsive, meet web accessibility standards, troubleshooting and debugging cross-platform browser issues, and keeping the API documentation up to date

[TONELAB](#) | MUSIC SEQUENCER

Worked individually, employed tone.js to create a site where users can create, play, and save short musical sequences.

[MORSE CODE](#) | LEARNING APPLICATION

Collaborated with another developer on the development of a web application that allowed users to learn Morse code using a spaced repetition algorithm. Users' progress is saved on a relational database and Cypress is used for testing.

WORK EXPERIENCE

POSTMATES | DELIVERY DRIVER

January 2020 to Present

CALIFORNIA INSTITUTE OF THE ARTS | SAFE TEAM MEMBER

October 2015 to May 2018

VOLUNTEER EXPERIENCE

Hack for LA | Collaborate with CrashSpace to develop website to aid PPE provision efforts

April 2020 to Present