Rachel Lim

racarulim@gmail.com / raclim.cool

Experience

Vidcode

Junior Engineer

Wrote, tested, and published product features, integrations, and database scripts for the Vidcode web app. Extracted user data to create interactive leaderboards for marketing analysis. Interacted with clients to debug issues or receive feature requests. Assisted with daily site maintenance.

May 2020 - Present

Google Summer of Code (Processing Foundation) Mentor

Guided student with adding alt text to the foundation's website by advising on best digital accessibility practices, Git essentials, and open source guidelines. May 2021 - August 2021

Student

Programmed a search function and resolved bugs for the p5.js Web Editor. May 2019 - August 2019

NYU ITP

Graduate Assistant

Provided weekly feedback, arranged office hours, and graded student projects for introductory Javascript courses utilizing p5.js.

January 2020 - May 2020

NYU Gallatin

Digital Accessibility Assistant

Audited and remediated faculty websites according to WCAG 2.0 standards. Workshopped with students and faculty to produce accessible websites and digital assets. Designed instructional guides to supplement these sessions.

September 2018 - May 2020

Solomon R. Guggenheim Museum Interactive Intern

Drafted data reports analyzing most utilized and effective user features within the museum's guide app. Mapped placement of assistive educational bluetooth tools within the context of the artwork's history, exhibition design, and museum architecture. Performed quality assurance tests before each app update.

September 2017 - December 2017

Education

New York University

Tisch School of the Arts

M.P.S in Interactive Telecommunications Program (ITP) Class of 2020

New York University

College of Arts and Science

B.A in Art History, Minor in Web Programming and Applications Class of 2018

Skills

Technical

Javascript
React.js, Riot.js
HTML & CSS/SASS
Node.js
MongoDB
GraphQL
Python
Arduino

Tools

Git, command-line Adobe CC Sketch

Coursework

Web Development Creative Coding Physical Computing Digital Fabrication