

Ray Nathan Low

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Education

Simon Fraser University

September 2014 – May 2019

- BSc, Interactive Arts and Technology, Concentration in Interactive Systems

Open Source Experience

Ancient Beast: Open Source HTML5 Game

March, October 2020

- Modified visual representation of in-game statistics with CSS to maintain visual consistency
- Fixed resource bar visual inaccuracies affecting 15 creatures with JS to accurately inform players
- Suggested and implemented visual feedback improvements so the player knows if the creature has enough resources to use an ability
- Implemented visual feedback with JS which shows action's result before confirming the action

Projects

Sort Plus: Spotify Companion Web App

November 2019 – February 2020

- Created web app to find albums users can fully listen to in the limited amount of time they have
- Incorporated lazy loading with React to cut loading times by 50%
- Developed back end with Express and MongoDB to process and store user's library data
- Implemented offline mode so users may continue to enjoy the web app without Internet access

Inferhythm: Browser Extension for Spotify

September – October 2019

- Created browser extension to find lyrics to the track the user is listening to within 2 seconds
- Designed and implemented user interface to be visually consistent with lyrics website
- Wrote over 40 tests with Jest to ensure that code runs without errors
- Published to Chrome Web Store which sees over 10 weekly users with very little marketing

This Is America Tour: Website Redesign

September – October 2018

- Redesigned website to add interaction to the tour poster's 19 dates
- Separated poster into 21 graphics with Photoshop to use in the redesigned website
- Developed redesign with React and CSS so customers can buy tickets through tour poster
- Fetched Ticketmaster data to display accurate and up-to-date information

Skills & Interests

- HTML, CSS, JavaScript, React, MongoDB, Express, Node.js, Git, Figma, Photoshop, Illustrator
- Linux operating systems, free and open source software, basketball, music, TV, video games