

Ray Nathan Low

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Skills

HTML, CSS, JavaScript, React, MongoDB, Express, Node.js, Photoshop, Illustrator, Figma

Projects

Ancient Beast: Open Source HTML5 Game

March – April 2020

- Resolved 2 issues of HTML5 game with JavaScript and CSS, which improved the game's usability.
- Modified the visual representation of in-game statistics to improve visual consistency.
- Fixed resource bar visual inaccuracies affecting 15 creatures so players are correctly informed.
- Suggested and implemented visual feedback improvements, so players know which abilities can be used and how much resources are spent or required to use one.

Sort Plus: Spotify Companion App

November 2019 – February 2020

- Independently created a web app that sorts Spotify saved albums by duration and release year with MongoDB, Express, React, Node.js, and CSS.
- Incorporated lazy loading so albums appear quicker especially when there are numerous results.
- Developed back end capable of sorting 500 Spotify saved albums in a couple of seconds.
- Implemented feature which enables users to use the web app without Internet access.

Inferhym: Browser Extension

September – October 2019

- Created a browser extension on my own that gets lyrics for the currently playing track on Spotify with HTML, CSS, and JavaScript.
- Designed and implemented user interface to match lyrics source website for visual consistency.
- Wrote tests with Jest to catch bugs to fix before release so fewer errors occur while in use.
- Published to Chrome Web Store where it is used by over 10 users weekly.

This Is America Tour: Website Redesign

September – October 2018

- Redesigned music tour website, so it is more accessible and enables fans to interact with the tour poster's 19 shows to buy tickets.
- Implemented redesign with React and CSS, so that the website is fully functional for fans to use.
- Extract each show's graphic from the poster with Photoshop to use in the implementation.
- Incorporate data from Ticketmaster to provide accurate information for the tour's shows.

Education

Simon Fraser University

September 2014 – April 2019

BS, Interactive Arts and Technology, Concentration in Interactive Systems

Interests

Basketball, music, TV, Linux, free and open source software