Sewina Lee

t: 347.649.5789   e: sewilee@gmail.com   l: New York, New York   Portfolio | Linked in | GitHub

Skills

React.js, Redux, JavaScript, HTML5, CSS3, Ruby, Ruby on Rails, jQuery, SQL, postgreSQL, Adobe Illustrator, AWS, Heroku, Webpack

Projects

Legend of Slime   live site | github

HTML5 , Canvas API , JavaScript , CSS3 , Webpack , Tiled , Adobe Illustrator

A fully interactive frontend JavaScript and HTML Canvas game. Inspired by The Legend of Zelda.

- Built custom physics algorithms which detected and managed different types of collisions for multiple objects.
- Implemented a scrolling tilemap system by creating a rendering method which only presents the viewport to enforce a smoother and seamless UX.
- Improved Graphic Performance by layering multiple canvas elements, separating static and elaborate items.
- Designed custom sprite sheet animations using Adobe Illustrator to formulate a well-integrated UI.

Air D&D   live site | github

JavaScript , React / Redux , Ruby on Rails , postgreSQL , CSS3 , AWS , Heroku , Webpack

A Single-Page Application, where D&D players can search and book campaigns in their area. Inspired by Airbnb.

- Integrated Google Map API to allow users to interactively filter out results based on the bounds of the map.
- Optimized API calls by creating front end validations to minimize unnecessary AJAX requests.
- Reduced server load and allowed scalability by using AWS S3 to store image uploads.

Experience

Junior Project Manager | December 2013 - July 2017

D S & F Architect, PC.

- Created multiple custom AutoCad Command in AutoLisp to increase productivity and reduce redundant AutoCAD processes by 240%.
- Identified and restructured the office standard drawing set to improve efficiency for projects by 200%.
- Led and mentored a group of interns to consistently meet tight deadlines.
- Coordinated between clients and engineers to ensure smooth communication and cohesive project direction.
- Balanced multiple projects simultaneously by effectively prioritizing key responsibilities and maintaining a clear time frame for each objective.

Architectural Designer | October 2017 - February 2019

WhiteHall Interior NYC

- Developed custom hatch patterns to produce aesthetically elegant documents.
- Liaised between studio and production team to resolve clients observations.

Education

App Academy | Spring 2019

Immersive software development course with focus on full stack web development

City College of New York | Spring 2015

The Bernard and Anne Spitzer School of Architecture
Bachelors of Architecture