

website

## **Education**

2016 - 2020

Design & Technology @ Parsons School of Design

# Work Experience

2020 - 2024

### Designer & Developer @ Replit

- Created Kaboom, an open source JavaScript 2D game engine aimed to help beginners learn programming and game making
- Worked on design and engineering on Replit web app and the online code editor (typescript, react, figma)

# Web Design & Development

I make websites for artists, musicians and creative studios. I do everything including design, illustration, development and deployment.

#### Midorii



#### **DEOT**



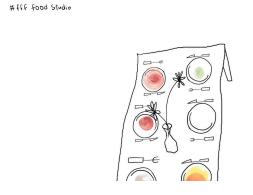
#### Locus Chen



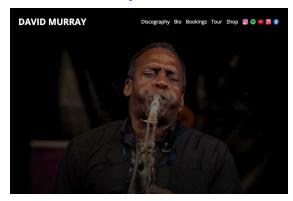
## tga



#### FFF Food Studio



### David Murray

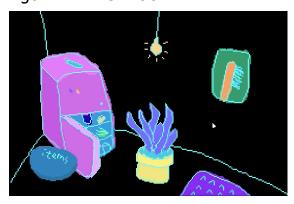


# **Games & Digital Toys**

I make some small games and digital toys. You can find gameplay videos here.

#### wHERE'StGa

self introduction game, solve puzzles and find tga in the room!



### space55

personal digital space

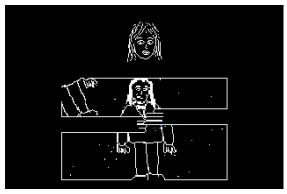


#### LISA

Lisa! You're tearing me apart!!

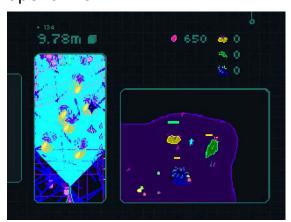
#### b100000m

2 player arcade, play as flowers, shoot pollens

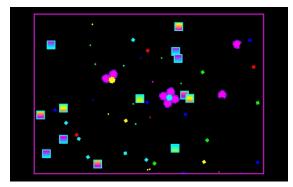


DEOT Space Exploration Program

explore space, gather resources and battle alien bugs for DEOT space operation



and protect your petals!



GOOD

feel



gardenFX

gardening themed drum sequencer

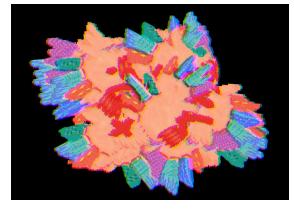


Eat Fish

enjoy your meal while
battling the evil
hedgehog!

### **DIRTY FINGER**

the fingers are dirty



#### FEEDME

satisfy your man, man





## Code

I'm most fluent in JavaScript / TypeScript now, also can write Lua, C, Rust etc. Check out my Github.

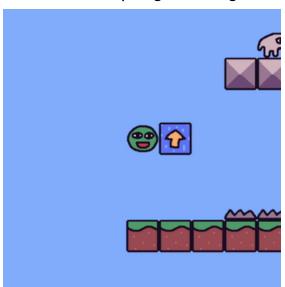
### dirty

personal single header C library collection, including graphics engine, audio engine, scripting language, etc



#### kaboom

2d JavaScript game engine



# Music

I play tenor saxophone, and some trumpet, flute and bass. Mostly in the jazz / free jazz / improv scene. You can find some videos of my performances here.