Steven Ng

Full-stack
Web Developer

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Technical Skills
JavaScript | React | Wordpress
HTML5 | CSS3 | SASS | JQuery
PHP | Ruby | Ruby on Rails
Git | GitHub | GitLab
Bootstrap | Materialize
Sinatra | Heroku | SQLite3

Design Skills
Adobe Photoshop | Illustrator
Premiere Pro | After Effects
Hexels 3

Education
New York Coding + Design Academy,
Summer 2018
Full-stack Web Development Intensive
covering the principles of UX Design,
object-oriented programming,
pair-programming, test-driven
development, and more

Drexel University,
Fall 2012 - Summer 2016
BS, Video Game Art and Production

Experience
IntuitSolutions (Front End Web Developer)
Full site web development, maintenance, and accessibility

- **WholesaleMarine.com**: Refactored a client's existing site to be mobile responsive, more efficient, and user friendly
- Migrated legacy sites to newer systems, transferring PHP functionality over to JavaScript
- Rapidly implemented customer requests through feedback

New York Code + Design Academy (Teaching Assistant)
Web and Software Development Intensives

- Provide assistance for students learning JavaScript, HTML, CSS, Ruby, Ruby on Rails, and the fundamentals of web development
- Conducted code reviews in accordance with the projects' guidelines

Skyless Game Studios (2D Artist / Animator)
Concepted and produced spritesheets to be used in Unity

- **Culturama:** 2D puzzle game made in collaboration with the Eurasia Foundation
- **LifeLeap**: 2D infinite runner made in collaboration with Aahana

Projects
Alphabet Soup | Demo | Repo |
JavaScript Boggle-clone app that was built on Rails

- Used SASS and animated pixel art made with Hexels3 to incorporate an alphabet soup theme to make the user experience more entertaining
- Leveraged Oxford Dictionary API for word-check functionality
- Stored session data using SQLite3
- Used Devise for hashing and salting user logins and passwords

PokéClimb | Demo | Repo |
Pokémon-themed vertical climber that was built using JavaScript and Phaser3 framework

- Animated open source pixel art using Hexels3 and applied physics (gravity, speed, collisions, etc) on them using Phaser3
- Added tap functionality to allow the game can be played on mobile devices

Hangman Game | Demo | Repo |
JavaScript based, Pokémon-themed hangman game

- Generated names of Pokémon randomly for players to guess using JavaScript objects and unique identifiers

Pooter Blog | Demo | Repo |
A Blog application built with Rails, Bootstrap, and JQuery

- Utilizes CRUD functionality for users, blog posts, and comments