

# Steven Ng

## Full-stack

## Web Developer

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 Philadelphia, PA

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### Technical Skills

JavaScript | 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