Steven Ng

Full-stack
Web Developer
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Technical Skills
JavaScript | Ruby | Ruby on Rails
HTML5 | CSS3 | SASS | JQuery
Bootstrap | Materialize | Sinatra
Git | Github | 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

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's experience more entertaining
- Implemented Oxford Dictionary API for word-check functionality
- Stored data on users, scores, and words using SQLite3
- Used Devise for hashing and salting users' logins and passwords

PokéClimb | Demo | Repo |
Pokémon-themed vertical climber that was built using JavaScript and Phaser3's 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 hangman game that is Pokémon-themed

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

Snake Game | Demo | Repo |
Pokémon-themed snake game that was built using JavaScript and Phaser3's framework

- Created a grid, navigable with the arrow keys, that randomly generated Pokémon sprites to be collected

Experience
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

Skyless Game Studios (2D Artist / Animator)
Culturama: 2D puzzle game made in collaboration with the Eurasia Foundation to connect youth within the US to those in the Middle East and educate them about each other's cultures through puzzles and trivia

- Produced art for the players, NPCs, enemies, backgrounds and miscellaneous assets that filled the environments

LifeLeap: 2D infinite runner made in collaboration with Aahana to raise awareness of the need for proper healthcare in developing countries

- Created various sprite sheets for the characters' run, jump, hit animations, their aging process, as well as art for the enemies and environment