







# 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

[Pooter Blog](#) | [Demo](#) | [Repo](#) |

A Blog application built with Rails, Bootstrap, and JQuery

- Has CRUD (create, read, update, delete) functionality for users, blog posts, and comments

### 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 character and enemy animations as well as art for the environment