



# Andrew Bui

Full Stack Web Developer & Master of Design

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Portfolio

Github

LinkedIn

Twitter

## Tech

+ CLI                      + Node.js  
+ HTML5                  + Express.js  
+ CSS3                    + Sequelize  
+ SASS                    + React.js  
+ Ruby                    + SQL  
+ Rails                    + PostgreSQL  
+ JavaScript              + MongoDB  
+ jQuery

## Tools

+ VS Code                + AWS  
+ GitBash                + Photoshop  
+ GitHub                + Illustrator  
+ Heroku                + InDesign  
+ Responsively          + Acrobat  
+ Balsamiq              + Premiere Pro  
+ Trello Board          + After Effects  
+ Netlify

## Education

Diploma of Information  
Technology  
Coder Academy  
(Expected Completion Feb 2021)

Full-Stack Coding Bootcamp  
USYD & Trilogy College, 2020

Intro to Programming  
Udacity, 2020

Master of Design  
UNSW Art & Design, 2018

Bachelor of Design  
UNSW COFA, 2010

## Summary

I have dedicated a year of my life to become a full-stack web developer by enrolling into Coder Academy and learning technologies such as HTML5, CSS3, Ruby, Ruby on Rails, JavaScript, jQuery, Node.js, Express.js, React.js, PostgreSQL, MongoDB, SQL and MySQL.

With over ten years of professional design experience and obtaining a Master of Design to focus on user experience, user interface and human interaction, I have become driven to combine my design background with my passion for code to become a frontend focused full-stack web developer.

## Projects

### Portfolio | August 2020

[HTML, CSS, and Netlify](#) | My portfolio was the first coding project completed at Coder Academy. Challenges included learning the intricacies of HTML and CSS while also creating a portfolio website that is responsive on different devices and resolutions. A key achievement is an interactive hero cover image that also features a subtle animation. [View Project](#)

### The Augmented Terminal RPG | September 2020

[Ruby](#) | The Augmented is a text-based RPG that features a rich story-driven experience, looting system, multiple endings and a turn-based final boss fight. A key challenge was the initial lack of Ruby knowledge. A key achievement was the implementation of the looting system, which steers the outcome of the game. [View Project](#)

### Weather Forecaster | October 2020

[HTML, CSS, Ruby, Ruby on Rails, Open Weather API and Heroku](#) | The Weather Forecaster was part of a Coder Academy three day hackathon. Challenges included learning the intricacies of Github source control. A key achievement was being the only group that took on the challenge of implementing APIs. [View Project](#)

### Designated Designer | November 2020

[Ruby, Ruby on Rails, Devise Authentication, PostgreSQL, AWS Cloud Storage, Heroku Deployment, Photoshop, and Illustrator](#) | Designated Designer is a two-way market application built using Ruby and Ruby on Rails that features an interface that is interactive between designer and client. A key achievement was being able to hardcode a messaging system from scratch. [View Project](#)

## Achievements

### UNSW A&D Annual Exhibition

Master's capstone project selected to be part of Australia's largest annual showcase of post-graduate work.

### School Captain

St Johns Park High

### FoodieCrawl | July 2020

[HTML](#), [CSS](#), [JavaScript](#), [Google Maps API](#) and [Zomato API](#) | FoodieCrawl was a collaborative project to create a web app that allows users to set an eats crawl similar to that of a pub crawl. Challenges included the implementation of the Google Maps API; however, in the end, we were able to create a fully functional food crawl pathway. A key achievement of mine was taking charge of all frontend development, including JavaScript event handling. [View Project](#)

### Game JAM | August 2020

[HTML](#), [CSS](#), [Bootstrap](#), [Handlebars](#), [JavaScript](#), [Node.js](#), [Express.js](#), [Sequelize ORM](#), [SQL](#), and [MySQL](#) | Game JAM was a collaborative project to connect a MySQL database using Sequelize ORM to a frontend using JavaScript, Handlebars, follow the CRUD paradigm and MVC framework. Challenges included inputting a large mass of game data into a database to access correctly. A key achievement of mine was able to create a fully functional and interactive frontend, including logo. [View Project](#)

### 50 Projects in 50 Days | December 2020

[HTML](#), [CSS](#), and [JavaScript](#) | Project-based learning to sharpen HTML, CSS and JavaScript skills. Challenges include daily time management to ensure these projects are done each day for 50x days, whilst also under training at Coder Academy.

## Experience

### Geovert | Marketing Graphic Designer

December 2018 - July 2020

### Gainz Train | Creative Director

December 2016 - November 2018

### Paintballshop.com | Marketing & Graphic Design Manager

February 2013 - November 2018

### Action Paintball Games | Marketing Graphic Designer

February 2013 - November 2018

### Shopping Express | Graphic Designer & Marketing Assistant

August 2011 - January 2013

### Fuse Franchise Partners | Internal Production Coordinator

January 2011 - August 2011

### Oxygen Clothing Pty. Ltd. | Graphic Designer

March 2006 - November 2010

