Bailey Burnsed

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Experience

Kupcakerie - Android Developer

2017 - 2018

Developed an Android app with the Kivy Python framework and am now reworking the app into a PWA based on Vuejs and Firebase.

Mozilla Developer Network - Volunteer/ Open-Source Contributor

2019 - present

Maintained Python Django Backend Applications and Write technical Documation for platform developers.

Godot Game Engine - Open Source Contributor

2018-present

Technical Documentation and Plugin Development, Develop Domo projects for the Community and Commercial users of the Game Engine. Currently Making an AI/ML module and RTS framework in the engine for my personal hobby game development project. I have used Godot to make games for android

Android Developer - Self Enplowed.

2018 - present.

Developed Android Apps and Games using multiple SDKs and Frameworks

Projects

The Hive, A tactical Space Combat Sim

Make A Wish, Non-profit, working on Open Source App

SKILL

- MEVN/MERN Stacks
 - VueJS
 - ReactJS
 - ExpressJS
 - NodeJS
 - o MongoDB
- Lamp Stack
 - Linux
 - o MySQL
 - Python
 - Apache
 - Django MVC framework
- Cloud-Native
 - Firebase
 - Kubernetes
 - Docker
 - NGINX

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- Mobile SDKs
 - Dart/Flutter
 - Kivy
 - Godot Engine
 - o PWAs

LANGUAGES

Fluent English