Devin Curtis

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Summary

Well-qualified Web Developer familiar with wide range of programming utilities and languages. Passionate about creating great experiences through data, research and solving problems from outside the box. Knowledgeable of backend and frontend development requirements. Handles any part of the process with ease. Collaborative team player with excellent technical abilities offering 5 years of experience.

Experience

Lead Game Developer
Critical Hit Technologies LLC.

Apr 2022 - Present (5 months +)
• Creating boundary pushing experiences on the Roblox platform.
• Using debugging techniques to identify issues with computer code and resolve errors.
• Creating prototypes and systems based upon design ideas using Luau.

Frontend Developer
ACI Learning

Oct 2021 - Present (11 months +)
• Optimizing and expanding upon responsive marketing sites and landing pages using Gatsby (React), TypeScript and various CMS and LMS.
• Developing new features for web apps using Elm.
• Increasing SEO through research and the use of user analytics and web tools.
• Creating seamless UX minded UI.

Full Stack Developer
Bacon Inc.

Feb 2020 - Sep 2021 (1 year 8 months)
• Developed a full stack web app using React, TypeScript, GraphQL, Cordova and Ruby on Rails.
• Wrote automated reports using Ruby and Active Record to pull and compile data to validate and research features and business decisions.
• Led the development of a suite of internal administration tools for other employees to manage customers and workers on the Bacon platform.
• Contributed ideas and suggestions in team meetings and delivered updates on deadlines, designs and enhancements.
• Reviewed code, debugged problems and corrected issues.

Full Stack Developer Intern
Bacon Inc.

Oct 2019 - Feb 2020 (5 months)
• Wrote production-ready code with fluency in modern front-end and back-end frameworks.

• Worked with senior developers and designers to implement a full stack web application using React, TypeScript, GraphQL, Cordova and Ruby on Rails.
• Helped code and test full-stack web application software based on Agile Scrum and Kanban approaches.

Lead Game Developer
Lucille Games

Oct 2017 - Sep 2019 (2 years)
• Led a development team to create fun and engaging games on the Roblox platform using Lua, Adobe Photoshop and Blender.
• Used professional design tools to create characters, levels, vehicles, layouts and unique elements.
• Worked on several game projects spanning multiple genres including two first person action games, and a large scale simulator game.
• Conducted regular design reviews throughout game development process.
• Managed project requirements and accomplished objectives by self-monitoring progress and promptly solving issues.

Web Development Intern
APSM

Jun 2015 - Jul 2015 (2 months)
• Programmed and tested Active Server Pages and Webhooks for use with email servers.
• Created and managed databases for storing email information.
• Developed user interfaces with ASP.NET, C#, HTML5 and CSS3.
• Assisted with troubleshooting tasks to uncover issues within software.

Licenses & Certifications

Web Programming and Development - Mountainland Technical College

Skills

TypeScript • JavaScript • Functional Programming • React.js • Lua • Elm • HTML5 • Cascading Style Sheets (CSS) • Content Management Systems (CMS) • Search Engine Optimization (SEO)