

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 over 6 years of experience.

Experience

Frontend Developer

ACI Learning

Oct 2021 - Feb 2024 (2 years 5 months)

- Led the development of two new marketing sites in React, TypeScript and Gatsby.js
- Led the development of a custom content management system using Strapi to feed data into our sites and applications
- Managed the deployment and continuous integration pipelines of marketing sites and other applications
- Utilized Docker to ensure a consistent developer experience across varying operating systems
- Developed new features and bug fixes for web apps using Elm

Full Stack Developer

Bacon Work

Oct 2019 - Sep 2021 (2 years)

- 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.

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

React.js • TypeScript • JavaScript • Cascading Style Sheets (CSS) • Ruby on Rails • GraphQL •
Lua • HTML • Git • GatsbyJS