
Resume: David Meade

Fullstack Engineer with React Frontend Focus

Technical Skills & Tools

- **Frameworks/Tools & Languages:** React, Javascript, CSS, Redux, Express, NodeJS, Python, C++
- **Game Engines:** Unreal Engine 4, Source Engine, Unity
- **Version Control:** Git/Github, Perforce, Tortoise SVN
- **Design Tools:** After Effects, Photoshop, Illustrator, Premiere, Adobe XD, Cinema 4D

Employment & Roles

Engineering

Nike Adventure Club - 6/2019 - Present

Fullstack Engineer (Fulltime Employee)

- Spearheaded an authentication transition from Firebase to Nike's proprietary auth service
- Integrated with multiple third party services such as Stripe, Shopify, Segment and Cloudinary.
- Refactored flagship app from React Class Components to Hooks.
- Designed and Implemented a robust reusable form generator component.
- Helped implement and ship a complete Frontend rebranding
- Coached and mentored interns

EasyKicks with Nike 1/2018 - 6/2019

Frontend Engineer (Contract)

- Architected many of the redux and data management patterns on the Frontend application
- Supported the business scaling from 300 active subscribers to 10k+
- Built the majority of user forms across the application.
- Built multiple A/B tested onboarding flows for User Onboarding and Purchase flows.
- Assisted in engineering planning of business "acquisition" by Nike

Nike Valiant Labs - 6/2017 - 1/2018

Engineering Intern #1 (Contract)

- Designed and Built an internal dashboard as my main project for "EasyKicks"
 - First engineering intern for Valiant Labs, Nike's new business incubator
 - Learned React, NodeJS and general WebDev from a number of different projects and tech stacks.
 - Contract extended and found my fit on a project called "EasyKicks" as their second developer.
-

Employment & Roles (Cont.)

Game Development

Lever Games - 3/2014 - 12/2019

Chief Operations Officer, Project and Team Management (CoFounder)

- a. **No More Room in Hell (PC)** - UI/UX Fullstack, Producer, Game Designer
- b. **No More Room in Hell 2 (PC)** - UI/UX Fullstack, Game Designer, Web Developer

Monochrome Games - 8/2012 - 10/2013

Marketing Design, Public Relations Lead, Web Development (Contract)

- c. **Zombie Panic: Source (PC)** - Public Relations, QA, Web Development
- d. **Contagion (PC)** - Marketing Designer, Web Development

Education

- Computer Science Portland State
- **Associate of Science** Portland Community College

Awards & Accolades

- **10+ million downloads** - No More Room in Hell
- **Epic Games Unreal Dev Grant Recipient** - No More Room in Hell 2 - \$20,000
- **Mod of the Year** - No More Room in Hell - PC Gamer
- **Fully Funded Kickstarter** - Contagion - \$90,000
- **Mod of the year Players & Editors Choice** - No More Room in Hell - ModDB
- **Mod of the year Players Choice** - No More Room in Hell - GameFront

References

- Upon request