Resume: David Meade

Software Engineer with Frontend Focus

david.meade.dev

Technical Skills & Tools

- **Frameworks/Tools & Languages:** React, Javascript, CSS, Vue, HTML5, GraphQL, Redux, Express, NodeJS, Python, Ruby

- **Design Tools:** Figma, Zeplin, Adobe XD, After Effects, Photoshop, Illustrator, Premiere

Employment & Roles

Engineering

Crowd Cow - 4/2021 - Present
Software Engineer - Consumer Experience (Fulltime)

- Implemented a new onboarding experience that increased conversion and growth
- Built and A/B tested various features enabling growth initiatives and features
- Optimized and improved lighthouse scores and overall site performance
- Designed working plans for site migration to decouple frontend from monolith
- Enabled content management with dynamic CMS integrated components utilizing Contentful

WLCR - 4/2021 - 5/2021
ReactJS Specialist (Freelance)

- Consulted and helped as a ReactJS specialist to ensure a Client projects were delivered on time
- Polished, Debugged and Implement features for various React apps

Nike Adventure Club - 6/2019 - 4/2021
Software Engineer (Fulltime)

- 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 I 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