ADAM VELMA

Full Stack & Mobile Developer

My passion is to learn and understand new things. The fun is in applying gained knowledge to a world of different projects.

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EXPERIENCE

Rise Interactive – Senior Software Engineer
Dec 2016 to Dec 2017

Rebuilt the website of a major university. The project was completed in record time, as I was the lead on the front-end development of the site.

- Wireframe design
- Complex data tables
- Slick carousels
- SOLR queries for site content and search functionality
- Content migration (Crownpeak CMS)
- Quality Control for page content (QA)

Built components and continually updated analytics for Rise's website code base, made updates via Kentico (CMS), and collaborated with other teams.

Worked with Project Managers and department Director in "discovery", to understand the full technical needs of clients.

Built the seed project for clients demanding Angular 5 Universal.

Built Isomorphic React websites (universal javascript) and maintained React servers.

Lead a two-month mobile app hackathon made up of four separate teams, with the goal of determining the best approach for the department to build mobile apps. The hackathon teams focused in Xamarin, React Native, Ionic, and Swift. React Native, the team I lead, won in a landslide. Built two MVP versions of mobile apps for our first mobile client.

Lead the company's research for CMS platforms and partnerships to gain new enterprise clients. Coordinated with the internal Data team for data on the next 500 clients the company wants to gain. Worked with my department's Senior Vice President, Vice President, and Director to initiate a partnership with Acquia and start Drupal development.

Caxy Interactive – Full Stack Developer
Sep 2014 to Dec 2016

Worked on a custom-built platform for an international client, adding additional features, and maintaining accounts of millions of

INFO & SKILLS

Design
- Photoshop
- Adobe Creative Suite
- Invision
- Zeplin

Mobile
- Ionic
- Cordova
- React Native
- Android
- IOS

Development
- Stylus, CSS3, SCSS
- Flex
- HTML5
- Bootstrap
- WebGL
- ThreeJS (3D)
- Atlassian Suite (Jira, Confluence, etc)
- Agile
- WAMP / LAMP Stack
- PHP, Composer
- Symfony2 Framework
- Doctrine (ORM)
- Github
- Angular 2, 4, & 5 (Universal)
- JavaScript, JQuery, Ajax
- React (Universal)
- MySQL / SQL Server
- OOP (Object Oriented Programming)
- Code Igniter

users.

Used Symfony2 Framework, daily built and maintained customized Bundles for major web applications.

With teams of 3 to 10 programmers on projects, planned out 2 to 4 week stretches of features for web applications, utilizing the Agile process.

Rebuilt a diffing library, based on HTMLDiff according to the needs of our largest client.

Created global Angular2 request managers for projects in an effort to streamline application requests to servers.

Weekly created and maintained fast and powerful Angular2 pages for web applications.

Digital Third Coast - Full Stack Developer
Oct 2013 to Aug 2014

Directly responsible for the development of all of DTC's web based assets, internal portals, web based services, data, databases, and servers.

Completely rebuilt all internal portals, front and back-end.

Redesigned databases and all the company's data to the new platform, expanding the company's data capacity.

Designed and developed an automated budgeting system that itemizes all expenses, charges to the clients, and allows administration to cross-reference all expenses to the company's financial books.

Built the company's data API called "Lighthouse". It is an API that connects with other APIs/services (Google Analytics, Bing Adwords, etc) and imports the data on our clients for our reporting services.

Created a system scripts to sync databases, up to the minute. Administration features were created to manage this syncing system to manage any changes that take place on any database.

Created interactive graphics and interactive content for clients.

Game Refuge Inc – Full Stack Developer
Feb 2013 to Jul 2013 Refuge, Inc

Worked on two sister projects for a client of the company, a 3D dating game and its online dating site counterpart.

Worked on a team of 11 programmers while using PerForce for versioning, code review, and documentation.

- PerForce Revision Control System
- CMS – Kentico, Crownpeak, Drupal 8
- SOLR
- Gulp, Grunt, Bower
- Command Line
- Node, NPM
- Azure
- .NET
- C#
- Windows, Linux

Mobile
- Bernr – A dating app for Bernie Sanders supporters.
- Textual – A real-time texting experience, allowing users to re-live others' text stories.

Web
- Young Amenity – An Uber-style cleaning service. (Also building an app).
- Simnations – Online Multi-Player Geo-Political War and Economic Simulation Game.

Norfolk Senior High ('03)
Norfolk, NE
Graduated with Diploma.

Wilbur Wright College ('03 to '06)
Chicago, IL
Completed 21 total credit hours towards Associate's Degree in Liberal Arts.

Devry University ('11 – '12)
Chicago, IL
Web Programming

For the 3D game:

- Created functions, scripts, and cron jobs extensively for various needs of the game. The scripts managed the user's entourage (in-game friends list), new friends, in-game currency, block list, accessories, and in-game conversations.

- Planned, modified, and created tables within the game's databases for holding game data, player accounts, and in-game accessories and settings.

- Created and modified an administrator interface for QA so bugs could be identified and resolved.

For the Online Dating Service:

- Created a website utilizing CodeIgniter (PHP Framework). Built all major processes of the site, including user log in functions and social media integrations.

- Created a clean and efficient photo gallery for user profiles and sharing. It included a completely customized script for cropping, resizing, and storing images on the server.

- Created a system we called "Geo Location" within the framework for location validation using a customized database of locations, longitudes, latitudes, and other details. Allowed locations to be queried via API by country, city, state/province, and/or postal code for user selection.

- Worked with DBA to create a purchasing system within the website to coincide with other databases outside of the site, in a way that allowed all the information to remain synced and up to date.

- Created a site-wide messaging system called "Flirtmail" that operated as an online chat and conversations container.

- Created a feature for browsing user profiles with pagination.