

Erik Kimsey

Software Engineer

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Creative software engineer with 4 years of professional experience. Passionate about UI and building dynamic, engaging, and intuitive UX. Tenacious, entrepreneurial, artistically-spirited, and end-user oriented. Enjoy learning and using the best tool (language or framework) for the job. Keep things DRY and SOLID. Strong communication skills and proven history of smooth collaboration, with teams and clients.

HIGHLIGHTS

- Javascript / Typescript
- React
- React Native
- Angular
- SCSS
- Node.js / Express.js
- SQL
- Unity3D
- C#

EDUCATION

LAMBDA SCHOOL

Software Engineering

2018 - 2019

Accelerated, intensive software engineering education.

- Modern full-stack web development,
- Software architecture,
- Engineering / language paradigms,
- Algorithms / data structures,
- Responsive / Mobile-first UI development,
- Authentication / authorization,
- Database and REST API development.

OREGON STATE U.

Post-Bacc Computer Science

2016 - 2017

- Accelerated Object-Oriented Programming,
- C++,
- Vim,
- Discrete Mathematics.

BLUE RIDGE CC

Graphic / UI Design Certificate

2014 - 2015

Principles of graphic design and web design.

- Adobe Photoshop, Illustrator, InDesign
- Graphic and UI design fundamentals,
- Color theory.

James Madison University

Philosophy, Studio Art, Creative Writing

2006 - 2010

Phi Sigma Tau Honors Society

VOLUNTEER

HARRISONBURG RESCUE SQUAD

EMT-B

2012-2013

Diagnose and administer requisite medical attention on patients enroute to hospital.

EXPERIENCE

UI Engineer, iOS (Unity3D, C#) solo entrepreneurial effort

Moxie

2021 - 2022

Moxie is a mobile, 3D application (prototype) whose purpose is to provide therapeutic benefits, and progress tracking, for users afflicted by social anxiety. Therein, my responsibilities included:

- developing Moxie's user-flow, and scene and interaction mechanics,
- designing and developing Moxie's UI / UX,
- creating UI assets (e.g., 2D graphics, 3D models, audio assets),
- engineering Moxie's backend with SQLite, for local storage, and Firebase.

LEAD UI ENGINEER (Typescript, React Native) full-time

University of Virginia / Sartography

2020 - 2021

SkillSTAR is an experimental mobile application, used to research the efficacy of educational paradigms on children with autism. My responsibilities were to:

- architect and develop the fronted of the SkillSTAR application,
- implement the "CHAIN" learning algorithm with Typescript,
- collaborate with UVa clients and insure SkillSTAR met usability requirements for specific end-user needs.

(For the sake of space, I have decided to make the following descriptions more compact and concise.)

FULL-STACK ENGINEER (Javascript, PostgreSQL, Express, React) contract

Chatwise

2019 - 2020

Chatwise was a concept, funded by Sid Viswanathan, whose purpose was to provide Blinkist-esque reading material to users through Facebook's Messenger API.

REACT NATIVE DEVELOPER (Javascript, React Native, Redux) contract

Realm

2019

Mobile application for an online social media platform for gamers.

FRONTEND DEVELOPER (Angular, Bootstrap, D3.js) contract

NextLevel (Stuttgart)

2018

D3.js tool that procedurally generates variations of guilloche designs, used on client's office card stock, and client's landing page.

JAVASCRIPT ENGINEER (Javascript, HTML Canvas, Angular) full-time

ChartIQ

2016 - 2017

ChartIQ develops a financial charting library. At ChartIQ, my responsibilities included:

- developing and debugging features for the ChartIQ's flagship charting library.
- implementing the ChartIQ library into an AngularJS application for EToro's "ProCharts".