Erik Kimsey
Software Engineer

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Creative software engineer with 4 years of professional experience as a developer. Over 5 years in leadership roles. Passionate about UI; strives for dynamic, engaging, and intuitive UX. Tenacious, entrepreneurial, artistically-spirited, and end-user oriented. Language, paradigm, and framework agnostic. Keeps things DRY and SOLID. Always and forever curious. Strong communicator. Relishes collaboration. And, a pretty cool dude.

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 entrepreneurship 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:

- designing concept activities and engineering subsequent prototypes,
- designing and engineering 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 developed the alpha-version of SkillSTAR,
- implement the "CHAIN" learning algorithm,
- insure SkillSTAR met usability requirements for specific end-user needs.

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".