kimseyerik@gmail.com
erikkimsey.github.io
540-278-4525

github.com/erikkimsey
linkedin.com/in/erik-kimsey

Erik Kimsey
Frontend Developer / Creative Technologist

Tenacious *UI Developer / Creative Technologist*. Specialize in developing beautiful, dynamic, and intuitive user-interfaces. Over 5 years of professional experience, collaborating with multi-disciplinary teams and clients. Utilizing a breadth of *languages, technologies*, *UI / UX design*, and *strong communication skills*. Agile and DRY. Not shy of *creating bespoke elements of other multimedia* (graphic design, 3D modeling, music / sound design, and more).

~ **Core Skill Set** ~
Javascript • React • Typescript • React Native • C#. Recently: Swift / SwiftUI • C++

Professional Experience Professional Experience

Frontend Engineer ⏐ Peripheral Brain (PBrain)   **11/2022-06/2023**
Next.js • Javascript • React • CSS • Material UI • Docker

- Decreased mobile-data usage by as much as 400%, by implementing state-management techniques.
- Improved user-experience by developing a closable-tabs feature to PBrain open "Editor" components.
- Reduced codebase inter-dependency, by modularizing features into individual React components.
- Increased accessibility, to potential customers and mobile users, by adding to and refining the the UI's responsiveness.
- Increased PBrain's performance and codebase's readability by removing redundant logic, unused logs, and unnecessary comments.

Software Engineer / UI + UX Designer ⏐ Moxie   **11/2021 - 06/2023**
React Native • Javascript • Three.js • C# • Unity3D • Swift / SwiftUI • Blender

- Engineered 3 small prototypes of Moxie, testing Moxie's UI requirements (highly-stylized, dynamic, interactive features) against the capabilities of: React Native, C#/Unity, and SwiftUI + Swift Frameworks.
- Architected Moxie's preliminary frontend structure and backend schemas, based off of its user-stories.
- Created *over 50* visual, audio and UI assets (incl. 3D models, sprite graphics, and shaders).
- Drafted Moxie's business and marketing plan.

UI Engineer ⏐ University of Virginia + Sartography   **09/2020 - 03/2021**
Typescript • React Native • Python • SQLite • Node.js

- *Engineered over 90% of the UI for the mobile application "SkillSTAR";* therein, designed the mobile application's architecture.
- *Reduced project costs by $30,000*, by performing the roles of UI designer and project manager.
- Implemented the "*Chaining Educational Model*" as a complex, *recursive algorithm using Typescript*.
- Orchestrated weekly meetings with the SkillSTAR clients, to discuss development progress.
- Created custom graphic assets, using Illustrator and Photoshop, used throughout the application.
- Collaborated with backend engineers to design database schema and Rest endpoints.

Frontend / Full-Stack Engineer ⏐ *various contracts*   **2018 - 2020**
Javascript Engineer ⏐ *ChartIQ ("Cosaic")*   **2016 - 2017**
Studio Recording Technician ⏐ Rosetta Stone   **2012 - 2016**
Supervisor ⏐ Westover Park Skatepark   **2006 - 2012**

Education Education

Bachelor of Science, Philosophy ⏐ James Madison University ⏐ **2010**
Graphic Design Certificate ⏐ Blue Ridge Community College ⏐ **2012**
Lambda School ⏐ Software Engineering ⏐ **2019**
Post-BS Computer Science ⏐ Oregon State University ⏐ **2017**