

# Erik Kimsey Software Engineer

**CONTACT** Email [kimseyerik@gmail.com](mailto:kimseyerik@gmail.com)  
Website [erikkimsey.github.io](http://erikkimsey.github.io)  
Phone 540-278-4525  
Github [github.com/erikkimsey](https://github.com/erikkimsey)

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.

...Seeking a full-time exit from a freelance miasma.

## 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".