

# Erik Kimsey

## UI Engineer

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Summary

As a software engineer (i.e., an **UI Engineer**), I have over 2 years of professional experience. I have worked on multiple **React / React-Native projects**, one of which I was lead UI Engineer. In addition to React, I've worked in Angular, vanilla JavaScript, D3.js, Plotly, Bootstrap, and more. I like to keep things DRY, SOLID, modular, and well-documented. And I strive to use, and/or learn, the best tool-for-the-job.

**Furthermore:** I'm tenacious, curious, aesthetically inclined. Empathetic, inclusive, nerdy, and enamoured with music. A likely, natural fit for Spotify's engineering team.

### skillset —

#### Core UI Dev

- JavaScript / TypeScript,
- React / React-Native,
- CSS / Sass / CSS-Modules,
- Git,
- Strong aesthetic, UI/UX sense.

#### Adobe / Graphic

- Photoshop,
- Illustrator,
- InDesign,
- and, to varying degrees of success, most of the CC apps.

#### Other (Fun)

- Unity3D / C#,
- Blender,
- Propellerhead Reason,
- Ableton Live

### work history —

#### Sartography

##### UI Engineer

09/2020 - 02/2021

Primary developer building a cross-platform, mobile app, "SkillSTAR", for client faculty at University of Virginia. SkillSTAR's purpose is to teach autistic children essential skills.

#### Role Details:

- Primary architect and UI engineer,
- Primary UI designer,
- Point of contact for client,
- *de facto* "Project Manager".

#### Tech stack:

- React Native,
- TypeScript,
- Plotly,
- ES6+,
- Illustrator.
- Jest

#### Chatwise

##### Full-Stack Engineer

09/2019 - 11/2019

Contributing engineer to the prototyping of "Chatwise", a "*Blinkist-esque*" service that is entirely contained within Facebook's Messenger.

#### Tech stack:

- ReactJS,
- NodeJS,
- Postgres,
- Messenger API

## work history (cont.)

### The Realm

#### React-Native Engineer

06/2019 - 09/2019

##### Role Details:

Within React-Native, I contributed to architecting and developing the Realm gamer-focused marketplace and social-media app.

##### Tech stack:

- React Native,
- React-Navigation,
- Redux,
- Figma.

### Connect Our Kids

#### React-Native Engineer

3/2019 - 06/2019

##### Role Details:

Contributed to the development of Connect Our Kids' first cross-platform, mobile app, using React-Native.

##### Tech stack:

- React Native,
- ES6+,
- Figma.

### NextLevelSh!t (Germany)

#### UI Developer (Angular 2 & D3.js)

(Sporadic throughout) 2018

##### Role Details:

- Using *Angular / D3.js*, contributed to the development of a web-based graphic-design tool, which allowed the client to create custom graphic designs for letter-head.
- Using *Bootstrap* and *Angular*, contributed to the development of client's customer-facing website.

##### Tech stack:

- Angular 4,
- D3.js,
- Bootstrap.

### RainCrow Studios

#### NodeJS Developer

(brief gig) 2017

##### Role Details:

- Using NodeJS and Redis, contributed to the re-engineering of an API which hosts real-time, location-based gameplay in RainCrow's "Covens".

##### Tech stack:

- JavaScript,
- NodeJS,
- Redis.

### ChartIQ

#### JavaScript Engineer

10/2016 - 6/2017

##### Role Details:

- Contributed to implementation of ChartIQ's flagship financial-charting solution for eToro's "ProCharts" feature.
- Contributed to performance upgrades and bug fixes within ChartIQ's flagship product.

##### Tech stack:

- JavaScript,
- CSS,
- AngularJS.

## education

### Lambda School **Computer Science** 2018 - 2019

An immersive, accelerated Computer Science education, with a focus on Full-Stack web development.

#### **Curriculum:**

- Full-Stack Web Development
- Database and RESTful API Design
- Programming paradigms
- Software Design Patterns
- Single-Page Application Development
- Algorithm Analysis
- Data Structures
- Theory of Computation
- Computer Architecture
- Version Control
- Agile (Scrum and Kanban) and Waterfall techniques

#### **Position-Relevant Technology:**

- JavaScript (ES6+),
- React,
- CSS / SASS / Less,
- NodeJS,
- Python,
- Version control (Git),
- Project Management.

### Oregon State University **Computer Science** (incomplete post-Bachelor degree) 2016-2017

The curriculum, for this over-priced, buyer's remorse of an online-degree, was that of a typical, core Computer Science undergraduate degree. (*To reiterate: I did not finish this degree; for the quality of education, it became entirely too expensive.*)

#### **Curriculum:**

- "Accelerated Intro. to Object-Oriented Programming in C++".
- "Discrete Mathematics"

#### **Tech stack:**

- C++,
- Vim.

### James Madison University **Philosophy** (Phi Sigma Tau Honors Society) **Studio Art / Creative Writing**

2006 - 2010

BA in Philosophy, and minors in *Studio Art* and *Creative Writing*.

## volunteer exp. + accolades

#### **EMT Basic**

Harrisonburg Rescue Squad  
2011 - 2012

#### **Club of Creative Writing, Creator / Director**

Blue Ridge Community College  
2005 - 2006