

# Erik Kimsey

## Software Engineer

[kimseyerik@gmail.com](mailto:kimseyerik@gmail.com)

[erikkimsey.com](http://erikkimsey.com)

[github.com/erikkimsey](https://github.com/erikkimsey)

540-278-4525

*Javascript / React / React Native / C# / Unity3D / Typescript / Node.js / Adobe CC*

## Comprehensive Technical Skills List

Languages	Frontend Web	Backend Web	3D / Game Engines	Graphic Design
<ul style="list-style-type: none"><li>• Javascript</li><li>• C#</li><li>• Python</li><li>• Java</li><li>• C++</li><li>• C</li><li>• SQL</li></ul>	<ul style="list-style-type: none"><li>• Javascript</li><li>• React</li><li>• React Native / Expo</li><li>• Styled-Components</li><li>• Redux</li><li>• CSS / HTML / Sass</li><li>• Angular 6+</li><li>• Bootstrap</li><li>• D3.js / Chart.js</li><li>• Three.js</li><li>• Web Audio API</li></ul>	<ul style="list-style-type: none"><li>• Node.js / Express.js</li><li>• SQL / SQLite</li><li>• Flask</li><li>• Django</li><li>• GraphQL / Apollo</li><li>• Postgres</li><li>• nginx</li><li>• Redis</li></ul>	<ul style="list-style-type: none"><li>• C#</li><li>• Unity3D</li><li>• Blender (3D modeling)</li></ul> <b>Audio</b> <ul style="list-style-type: none"><li>• Propellerhead Reason</li><li>• Ableton Live</li><li>• Audacity</li></ul>	<ul style="list-style-type: none"><li>• Adobe Illustrator</li><li>• Adobe Photoshop</li><li>• Procreate</li><li>• Adobe InDesign</li><li>• 95 Microsoft Paint</li></ul> <b>Writing / Editing</b> <ul style="list-style-type: none"><li>• Microsoft Word</li></ul>

## Work Experience

### Odd Treatment

#### Lead Prototype Engineer

*Mar 2021 - current*

Unity3D • Blender • C# • Illustrator • Procreate • Ableton • React Native

TL;DR: Odd Treatment is a start-up of 1 (myself), for the purpose of building “Moxie”. Moxie being: an engaging mobile-app that supports proactive strategies for overcoming Social Anxiety. Initially prototyped with React Native, React Native was abandoned for Unity3D. Subsequent prototypes have been built using Unity3D.

Moxie has been *my* brainchild for 5 years, now. At the height of the pandemic, I was laid-off due to downsizing. As a result of COVID, the pertinence of mental health was (finally) making international headlines. The latter triggered an urge for me to dive head-first into monetizing an idea I had been ruminating over, designing and researching for years.

In so doing, I have

- been the sole engineer, UI designer, UX engineer, content “specialist”, and investor,
- built approximately 12 prototypes, using either React Native or Unity3D,
- versioned dozens of UI designs,
- learned all required physics, trigonometry, mesh-manipulation scripting, material and shader development, animation, et cetera,
- drafted variations of branding and marketing strategies,
- been the project manager.

And, what else have I learned? Literally, enough musings on self-discipline (or lack thereof), burnout, emotional health, time-management, money management (or lack thereof) to fill a book that I do not care to write.

## **Sartography / University of Virginia**

### **UX / React Native Engineer**

*Aug 2020 - Mar 2021*

TypeScript • React Native • JavaScript • Illustrator • Figma

“SkillSTAR” is a mobile application developed for clients at the University of Virginia, who were researching education techniques in children with Autism.

- Lead UX engineer for SkillSTAR,
- Primary point-of-contact for SkillSTAR clients,
- Led decisions, in light of SkillSTAR’s unique end-user regarding SkillSTAR’s usability,
- Acted, at times, as graphic designer (creating digital assets) for SkillSTAR.

## **Concept prototype for Sid Viswanathan (TruePill CEO)**

### **Full-Stack Engineer**

*Sep 2019 - Dec 2019*

React • SQLite3 • JavaScript • Python • Illustrator • Node.js • Postgres • Facebook Messenger API

- Developed the full-stack prototype of a product concept: “Chatwise”. Chatwise was akin to Blinkist, whose platform was entirely within Facebook Messenger.

## **Realm**

### **React Native Engineer**

*Apr 2019 - Jul 2019*

React Native • Expo • Redux • Figma

- Developed a core feature (i.e., in-app communication “Inbox”) of Realm’s original mobile app.

## **NextLevelShit**

### **Frontend Engineer**

*Jun 2018 - Jul 2018*

D3.js • Angular • Bootstrap

- Developed a procedural guilloche generator, for a Stuttgart-based design firm,
- Developed mock-landing site for Stuttgart-based design firm.

## **Raincrow Studios**

### **Node.js Developer**

*Jan 2018 - Apr 2018*

Node.js • Express.js • Redis • Python

- Contributed to the re-engineering of Raincrow’s real-time database.

## **Cosaic (formerly “ChartIQ”)**

### **Javascript Engineer**

*Jun 2016 - Jun 2017*

Node.js • Express.js • Redis • Python

- Refactoring and debugging core ChartIQ charting library,
- Implemented the ChartIQ charting library into an AngularJS application, for eToro.com.

**Rosetta Stone**  
**Studio Recording Technician / Tech Support**  
*December 2012 - June 2016*

At Rosetta Stone, as a Studio Recording Technician, my primary responsibility was to observe and record live language-coaching Studio sessions. In so doing:

- coordinate with various Rosetta Stone departments in order to obtain requested session recordings,
- maintain accurate and detailed documentation of all session recordings,
- communicate concerning observations to relevant departments,
- self-schedule my availability, at any time during a day, in order to perform the above responsibilities.

**Harrisonburg Parks & Recreation**  
**Westover Skatepark Supervisor**  
*June 2006 - November 2012*

*"If it weren't for you (Erik Kimsey), I would never have pursued my education and attended college. And I wouldn't have the sweet career that I do,"*

*- former attendee of Westover Skatepark*

While below I outline my official responsibilities at Westover Skatepark, I found that my responsibilities were *much more nuanced*.

As a Skatepark Supervisor, my responsibilities were to:

- maintain regular communications with Westover management,
- create weekly schedules for skatepark employees,
- monitor all skatepark activity,
- enforce skatepark and Westover regulations,
- organize public and private events at Westover Skatepark (e.g., competitions, skateboarding lessons, demo recordings, etc),
- maintain functionality and safety of skatepark surfaces and equipment,
- maintain cleanliness and appearance of skatepark and its surrounding property.

## Education ---

### Lambda School

#### **Software Engineering**

Jul 2018 - Mar 2019

Lambda School provided an accelerated Computer Science education. Overall, the (intense) 9-month curriculum followed an undergraduate academic Computer Science education. However, beside the obvious duration difference, the curriculum used job-relevant software engineering technology and practices.

- Full-Stack Software Engineering,
- Algorithms / Data Structures,
- Language paradigms, and design-patterns therein,
- REST API design
- Responsive / Mobile-First UI Design,
- Computer Science fundamentals.

Full-Stack technology:

- Javascript,
- React,
- Redux,
- Node.js / Express.js,
- Python / Flask,
- Relational and NoSQL database models.

Languages:

- Python,
- Javascript,
- C / C++,
- SQL / SQLite3,
- NoSQL (i.e., Node.js,

### Oregon State University

#### **Accelerated Computer Science**

(Post-Bacc. BS ~incomplete~)

Aug 2017 - Jan 2018

- Accelerated Object-Oriented Programming, in C++.
- Discrete Mathematics.
- Languages and tools learned: C++, GCC/Clang, Vim

### James Madison University

Bachelor of Science

Philosophy. Studio Art, Creative Writing

Aug 2006 - Dec 2010

- Phi Sigma Tau Philosophy Honors Society,
- "The Nature of 'Concept' in Nietzsche's Late Notebooks" -independent study.
- "Being As Becoming in Gilles Deleuze's Philosophy" -independent study.
- Founder and Director of The Club of Creative Writing.

**Blue Ridge Community College**  
**Graphic Design & Web Development**  
(Certificate)  
Aug 2014 - Jun 2015

- Graphic design for print and digital media,
- Basic web development,
- Intro to Programming (w/ Java).

Languages and tools learned:

- Adobe Photoshop, Illustrator, InDesign,
- HTML, CSS, Javascript (ES5), JQuery,
- Java

## **Volunteer** ---

**SOAR for Haiti**  
Interim President  
2012

SOAR was a non-profit dedicated to economic development in Haiti.

**Harrisonburg Rescue Squad**  
EMT-B  
2011 - 2012

## **More About Me** ---

1. *I learned about life from Anthony Bourdain and Sesame Street.*
2. *I am particularly passionate about the amalgamation of high-technology with: art, music, and critical theory.*
3. *Education, environmental sustainability, and economic development are immensely important to me.*
4. *Physics, mathematics and the sciences. When did I become so fascinated by these fields? I mean, how incredible is something like Topology?*