Erik Kimsey
React Developer

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github.com/erikkimsey

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Core Technical Strengths
React (16+) / React Native,
Typescript / Javascript,
HTML,
CSS / Sass
Node.js,
C#,
Unity3D,
Git.

Languages
Javascript,
C#,
Python,
C++,
Java (Processing).

Libraries / Frameworks
Redux,
Angular,
P5.js,
Three.js

Art / Design
Adobe Photoshop,
Adobe Illustrator,
Adobe InDesign,
Blender,
Procreate.

Work Experience

Sartography / UVa (2020/2021)
User Interface Engineer - *React Native, Typescript, Context API, Python*
- Tasked to build a mobile application for researchers at UVa, implementing an algorithm adapted from the applied behavior instructional technique "Chaining".
- Point of contact for UVa clients.
- In addition to all frontend development, responsible for design decisions and creation of necessary illustrations.

Chatwise (2019)
Full-Stack Engineer - *Node.js, SQLite, Messenger API, React*
- Contributing engineer to the prototyping of "Chatwise", a "Blinkist-esque" service that functioned entirely within Facebook's Messenger.
- Created "Chatwise" logo considerations.

The Realm (2019)
React Native Developer - *React Native, Redux, Figma*
- In a team of 4 developers, I contributed to architecture and development of the Realm social-media mobile application.
- Worked closely with The Realm's designers in making UI design decisions.

Connect Our Kids (2019)
React Native Developer - *React Native, Redux, React, Reactstrap*
- In a team of 3 developers, I contributed to the development of a mobile application to be used by social workers "in the field" while managing orphan cases.
- Contributed to the development of features for the mobile application's single-page web application.

NextLevelSh!t (2018)
Frontend Developer - *Angular, D3.js, Bootstrap, Typescript*
- Using Angular / D3.js, contributed to the development of a web-based graphic-design tool, which allowed the client to create custom guioche designs for letter-head.
- Developed client's customer facing website.

Raincrow Studios (2018?)
Node.js Developer - *Node.js, Redis*
- Tasked with re-engineering Raincrow's real-time, location-based API used in the game "Covens"'s gameplay.

ChartIQ (2016 - 2017)
Javascript Engineer - *Javascript, AngularJS, HTML/CSS, Canvas API*
- Contributed to implementation of ChartIQ's flagship financialcharting solution for eToro's "ProCharts" feature.
- Contributed to performance upgrades and bug fixes within ChartIQ's flagship product.

Education

Lambda School
Computer Science / Software Engineering

James Madison University
Bachelor of Science
Philosophy (Phi Sigma Tau Honors) / Creative Writing

Oregon State University
Accelerated OOP in C++
Discrete Mathematics

Blue Ridge Community College
Graphic Design