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

## Comprehensive Technical Skills List

### Languages

- Javascript
- C#
- Python
- Java
- C++
- C
- SQL

### Frontend Web

- Javascript
- React
- React Native / Expo
- Styled-Components
- Redux
- CSS / HTML / Sass
- Angular 6+
- Bootstrap
- D3.js / Chart.js
- Three.js
- Web Audio API

### Backend Web

- Node.js / Express.js
- SQL / SQLite
- Flask
- Django
- GraphQL / Apollo
- Postgres
- nginx
- Redis

### 3D / Game Engines

- C#
- Unity3D
- Blender (3D modeling)

### Audio

- Propellerhead Reason
- Ableton Live
- Audacity

### Graphic Design

- Adobe Illustrator
- Adobe Photoshop
- Procreate
- Adobe InDesign
- 95 Microsoft Paint

### Writing / Editing

- Microsoft Word

## Work Experience

### Odd Treatment

#### Engineer / Creative Technologist

Mar 2021 - current

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

I developed and designed multiple prototype iterations of "Moxie". Moxie is a dynamic, immersive application that provides daily assistance for people suffering from Social Anxiety.

- Designed Moxie's business logic and user flow,
- Engineered 2 iterations of Moxie using React Native,
- Engineered 3 iterations of Moxie using Unity3D,
- Created 3D models and model animations using Blender,
- Created UI assets using Adobe Illustrator, Adobe Photoshop, and Procreate,
- Designed and created graphic shaders contributing to Moxie's immersive effect,

## **Sartography / University of Virginia**

### **Principal 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** 

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**SOAR for Haiti**

Interim President

2012

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

**Harrisonburg Rescue Squad**

EMT-B

2011 - 2012