Kevin Newman

Introduction

Hi there, I'm Kevin Newman, a developer, designer and hobbyist living in Canada. I like to make responsive websites, captivating videos and 3D models. In my off time, you can usually find me playing/making some video games, working on a side project, or doodling some little drawings. I try to keep up with the current trends in technology by going to developer meetups in the area.

Currently working on a Unity couch co-op multiplayer game called Hammer Fight.

Work

Sonar Software Software Developer   Full-time

Dec 2020 - Present   Remote, Canada

- Continue development of dynamically created graphql query system
- Automated BE to FE dynamic enum generation
- Managed updates to marketing website, with push to nuxt.js
- Moving regular components over to storyboard
- Converted regular SCSS variable codebase to use CSS variables
- Work with another team to bring on dynamic white labelling service of features

ES6, SCSS, Vue.js, PHP, Laravel, Graphql, SQL, Azure, CircleCI, Flutter

xello **Xello** Full Stack Web Developer   Full-time

Jan 2019 - Dec 2020   Toronto, CA

- Maintain micro frontend shell application
- Upgrade angularjs components, services, and unit tests to Angular and Jest
- Localizing the existing product to the UK market with a different school system style
- Created new stored procedures following existing conventions
- Performance improvements to existing SQL queries
- Created documentation site for product along with a content writer help.xello.world
- Agile scrum sprints and demo at the end of sprint
- Hackathons one day every sprint towards self learning: Lightbox and Chrome Extension

- Adding to and updating existing microservices architecture
- Maintaining and scaling storybook components
- Working towards making student side application a PWA

ES6, SCSS, Angular, NgRx, Rxjs, .NET, SQL, SlackBot API, Jest, Jenkins, Octopus, Azure

Wuzzals Full Stack Web Developer   Contract

Oct 2018 - Present   Toronto, CA

- Update and maintain existing Laravel and Vue.js codebase
- Document new and old processes for documentation
- Create Photoshop Action scripts for automating cover creation process and dynamic resizing of images
- Improve existing codebase to make components more reusable
- Created trello board system for company to use and manage their workflow
- Added comic books as a new type of book they offer to kids
- General performance and design changes around the site
- Managed support requests from users, writers, artists, and teachers

Vue, Laravel, Webpack, DigitalOcean, Photoshop Action Scripts, Docker, Git, SCSS, DigitalOcean

Trailerworks Full Stack Web Developer   Contract

Aug 2018 - Jan 2019   Toronto, CA

Grassriots Full Stack Web Developer   Contract

March 2018 - July 2018   Toronto, CA

GE Frontend Developer   Contract

Oct 2017 - Feb 2018   Markham, CA

Indegene Front-end Developer   Full-time

Feb 2017 - Oct 2017   Oakville, CA

Digital Echidna Full Stack Web Developer   Full-time

Feb 2015 - Feb 2017   London, CA

Projects

Hammer Fight

Hammer Fight is a couch co op multiplayer that pits 2 - 4 players against each other in a death arena style setting. It places you on a foreign world where you are pitted to death against your fellow astronauts. You are tasked with a anti-gravity hammer and some your quick reflexes. You must now survive in this a death arena. Only 1 colour can survive.

This initially started off as a ga...

Lightbox Quote Checker

Tells you whether the message you want to type will work with the letters and length of the sign. Will also allow for substitutions of characters.

This was a project I made working at Xello as part of their "Successful Futures Day". I got the slack bot working in the first day and worked towards the react site in the next few days.

Integrates into Slack as a bot

Education

Interactive Media Design

Fanshawe - 2011-2013

3d Character Design & Animation

Fanshawe - 2013-2014

Interactive Media Specialist

Fanshawe - 2014-2015