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# Stephen Corwin – Senior Front-End Engineer

- 7+ years of experience as a software engineer in various industries
- Full stack engineer with a concentration on front-end technologies
- Trained several front-end engineers while managing their online curriculum
- Published several open-source modules on GitHub and NPM

## Education

**ECPI University, VA Beach, VA**
B.S. in Computer and Information Sciences
*Major in Simulation and Game Programming*
*July 2013*

## Skills

- Architectural Pattern – Model View Controller, Server Side Rendering, Finite State Machine
- Methodology – Agile, Scrum, Cross-platform Development, Object-Oriented Programming, Rapid Application Development
- Programming Language – JavaScript, TypeScript, CSS, LESS, SASS, HTML
- UI – Mobile-first Design, Responsive Web Design
- UX – Information Architecture, Persona Classification

## Tools

- Framework – React, Redux, Node.js, Express, Amazon Web Services, Styled Components, Three.js, Bluebird, jQuery, AJAX
- Automation Software – Webpack, Gulp, Jenkins
- Graphic Editor – Adobe Illustrator, Adobe Photoshop, Sketch
- Prototyping – Balsamiq, InVision
- Email Distribution System – HubSpot

## Experience

**Kensho, Tyson's Corner, VA**
Software Engineer
*April 2018 – Present*

- Developed geopolitical analysis platform
- Migrated existing codebase to TypeScript from JavaScript
- Hardened the product with both unit and integration tests

- Developed Visallo which is a platform that provides investigative link and geospatial analysis
- Developed marketing websites
- Integrated analytics tools into existing products

**Under Armour, Baltimore, MD**
Software Engineer – Contractor
*June 2017 – March 2018*

- Developed site manager portal which housed tooling used by customer service representatives
- Migrated existing LESS styling to use Styled Components
- Developed API and Service endpoints
- Integrated Auth0 flow into the site manager portal
- Created wireframes

**RainKing Solutions, Bethesda, MD**
Senior Front-End Engineer – Contractor
*February 2017 – June 2017*

- Developed pages and components to support a new major release (v4.0) for the RainKing platform
- Integrated Gulp and NPM with the existing Jenkins build pipeline
- Created wireframes
- Collaborated with a third-party consulting agency to communicate design requests and revisions

**Becton Dickinson, Reston VA**
Senior UI Developer – Contractor
*July 2016 – February 2017*

- Lead UI Developer on a distributed team including 6 offshore resources
- Performed code reviews and provided technical analysis
- Developed a medical hybrid application
- Integrated a medical hybrid application with bluetooth pairing, bluetooth printers, and barcode scanners

**Acuity Systems LLC, Herndon, VA**
UI Developer – Contractor
*April 2016 – July 2016*

- Created wireframes
- Designed mockups
- Developed API service container in Node.js connecting custom Web Portal to MicroStrategy Intelligence Server
- Integrated Web Portal with GSA common components

**Folio Investing, McLean, VA**
UI Developer
*April 2015 — April 2016*

- Developed investing platform application
- Developed an SVG signature pad for JSP templates and ported it as an Angular directive
- Redesigned and implemented a new account opening path
- Designed wireframes mockups
- Created numerous utility plugins

**Millennial Media, Baltimore, MD**
Web Developer
*February 2014 — April 2015*

- Extended the capabilities of the existing CMS by creating modules and templates
- Integrated Smartling as a multilingual translation solution
- Developed IOS and Android mobile applications
- Developed event portal that enables users to create RSVP and information landing pages
- Developed marketing campaign websites

**BLDG-25, Durham, NC**
Web Developer
*August 2013 — February 2014*

- Developed a virtual simulation for a German real estate company
- Created UI visualizations for a consumed web service
- Developed an e-learning web application for Blue Cross Blue Shield of Louisiana

**System Technologies Advanced Research, VA Beach, VA**
Software Engineer
*November 2012 — July 2013*

- Developed a virtual simulation running in a touch-enabled kiosk of the US Battleship Wisconsin for the Nauticus museum in Norfolk, VA
- Developed IOS and Android mobile applications
- Developed sound software for the Raspberry Pi which interfaced with IO hardware modules