

Hello I'm

## Lucar Merciyah

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### *Mission for The Future (2048)*

I'm working on helping the future storytellers of our world build more interactive/user friendly Application(Global OS) driven tech. Sorta like an [R-Star](#) school of gifted coders and designers sorta deal

#### Why?

To see more leaps and bounds sooner in the age of biometrics a la rechargeables & bio-energy. I also like games as interactive brand driven stories. *Think Nike Sponsored Soul Caliber.*

### *Work Experience*

I've traded time for dollars remotely & on-site ([Mostly in San Diego](#)) on a wide **array of projects**. My latest projects have mostly been in the B2C space, though I'm a bit more receptive o B2B style enterprise projects.

Have a look

July 2017 - Present

**Gumroad Authors** - *RN(React Native) Professor*

How old are trade schoolers looking for new opportunities in the technology/ digital Integrations space? Building something for batman or an indie auto project? I've had to track down ideal buyers and create a nice landing [bear cushion](#).

❖ Indexing course work

- ❖ 60+ DIY interactive videos on building FB messenger & Mobile App Animations (+ [bonus code](#) to an instagram clone as well as some other projects )
- ❖ Created avatars based on scaling potential. Think Facebook ads meets freemium content marketing
- ❖ Rewatch, retook and reindexed course content based on overall experience.
- ❖ Introduced workshops and worksheets

JUNE 2017 - SEPT 2017

**The Jump, Kansas - RN(React Native) Remote Contractor**

- ❖ Unit testing for project success based on a self assigned array of signed product requirements documents
- ❖ User interface design ([Photoshop](#) Adobe) and build based on predefined unit tests & experience flow sheets.
- ❖ User interface to backend(mid-ware code) interactivity courtesy of the communications unit and our backend team. I suggested we use Google Firebase
- ❖ Collected and logged errors for future unit tests using the google acquired technologies FabricJS, Crashlytics & home grown error spotters.

MAR 2017 - JUN 2017

**Great Jones Street, San Diego - RN(React Native) On-Site Contractor**

- ❖ Worked from the head Office in San Diego California
- ❖ Tracked customer experience via crash logging and installing [Fabricjs](#) into [Master](#) codebase
- ❖ User interface design (via [Photoshop](#) Adobe) & parameter logging and testing via Google Chrome Console and JS Unit Segmenting
- ❖ Learned how to absorb & integrate [new technologies](#) in a team environments
- ❖ Created and crossed off self assigned checkpoints/shipping dates and times.

JUN 2016 - OCT 2016

**Co-sign, NY - Mobile Development & User Interface Advice**

- ❖ Relocate to Manhattan, New York
- ❖ Inspected legacy code and error collected based on user feedback and analysis software

- ❖ Attended technology events like Collision, Internet week, **Techcrunch disrupt**, blah blah blah

It was really cool to be able watch a product go from Pitch deck to design level to demo ready beta(the case for most of these). Nowadays, I'm working on a wide of personal projects.

Stay tuned. I'm working on a Lucas Merciyah portfolio/subscriber app.

[Read more](#)

## Education

Jun 2010 - Jul 2014

**SJSU (Spartans) , California - Computer Science**

I learned how to apply physics, Mathematics, Sociology and Literature to Computer Software development. College days were really fun. Sometimes I reminisce and have thoughts around going back as a San Diego Aerospace Student or UT Med Schooler. These are quickly squashed my backlogs of personal projects that I'm working on.

## Tech Skills

- React Native Suite
- Adobe suite (Photoshop and Premier)
- Blackhole Focus Coding & Software Design
- JavaScript & JS best practice (7+ years + *Some Game Design*)
- Software Architecture & PRDs
- Unit Testing and Daily shipping

## Awards

- Austin Hackerton 2016
- [GitHubs](#) For More Merciyah
- Jalisco Hackerton 2017