

# Terrance Niechciol



[remind.com/about](https://remind.com/about)

San Francisco

Jan. 2015 - Aug. 2015, May 2016 - Aug. 2016

Ruby, Go, Javascript, Java

Rails, DynamoDB, React.js, Android

- Replaced a prototype chat backend with a chat micro-service to separate chat performance concerns from the main API
- Rewrote the web dashboard using React for feature parity with the mobile clients
- Updated SMS copy to be more user-friendly and clear, resulting in the largest increase in SMS users installing the app in years
- Consolidated old cross-platform prompt systems into a flexible, easy-to-extend system that's been adopted by other teams successfully



[athinkingape.com/about](https://athinkingape.com/about)

Vancouver

May 2013 - Aug. 2013, Jan. 2014 - Aug. 2014

Objective C, Python, Javascript, Java

iOS, Django, Android, GLES 2.0

- Developed the iOS frontend of a prototype poker app focusing on playing with friends, which eventually became **Pineapple Poker**
- Created and improved analytics tools on the metrics team in order for them to filter information faster and be able to see a user age breakdown for specific days
- Developed frontend features for a 3D racing game on Android, including an interactive map, and the movement/drift animation for the cars using GLES 2.0