Michael B. Rapp

747-215-7777

michael.rapp358@gmail.com

michaelbrapp.com

Experience

Lead Developer	**CherryTree Inc.**	**June 2016 - Present**

Custom hardware and software agency backed by Oscar winning composer, Michael Giacchino. Creators of the Star Trek Borg PC. Led team in development of mobile games, home automation systems, and ecommerce and other web apps.
- Home automation systems features Unity frontend, Node.js backend, and integrates with Lutron lighting control.
- Ecommerce sites developed Ruby on Rails with Spree Commerce, React, and Wordpress with WooCommerce.
- Mobile games created in Unity. Games integrated with in-app purchases, ads, and highscores for iOS and Android.
- First employee. Interviewed, hired, and onboarded subsequent engineers, designers, and office staff.
- Established features, led engineers, and collaborated designers to in development of various company products.
- Introduced Scrum and issue tracking. Led weekly company wide meetings, and daily individual project standups to outline priorities, assign tasks, and overcome obstacles.

Web App Developer	**KanaiTek**	**Feb 2016 - June 2016**

Web agency that worked with local and national companies developing custom made business software and web solutions.
- Contributed to CRM developed in PHP with MySQL, utilizing AWS S3, Trillio, Sendgrid, and various Google APIs.
- Led team of three individuals in the reorganization of tens of thousands of company digital files for database upload.
- Wrote monthly SEO and social media reports for local companies tracking progress and suggesting improvements.
- Led the migration and redeployment of clients' websites from their original servers to company hosted servers.

Game Developer Intern	**PagodaWest Games**	**Dec 2015 - Feb 2016**

Award winning indie game studio and developers of Sonic Mania, an E3 nominated game for "Best Switch Game" in 2017.
- Performed QA testing for games, elicited player feedback, and detailed improvement suggestions based off findings.
- Implemented requested features for games including: social postings, high score leaderboards, and ingame currency.

Digital Consultant and Developer	**Freelance**	**Since Oct 2013**

Worked with over fifteen small and medium sized companies to develop and improve online identity and customer reach.
- Researched client needs, designed prototypes, built solutions, and refined implementations to customer satisfaction.
- Designed and developed websites, integrated web services and APIs, and provided IT support and administration.
- Optimized sites for search engines, generated website content and social media posts, and monitored user analytics.

Education

Major: Advertising and Public Relations	**University of Utah**	**Salt Lake City, UT**
Minor: Product Design		**Aug 2010 - May 2014**

Additional Information

- Technologies: JavaScript, Java, C#, PHP, Ruby, Angular, React, SQL, WordPress, Rails, Xcode, AWS, Unity, Python.
- Attended Epicodus, a twenty week long code school in Portland, Oregon from August 2015 through December 2015.