Thomas Cantwell

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Full–stack developer. I believe in the importance of readable and maintainable code, iterative improvement, and continuous learning. Before 2020, I was a partner in a small company reselling used handbags and clothing.

EXPERIENCE

Future Foundry — Mid Level Full Stack Developer
Remote web and app development agency

MAY 2021 - SEPTEMBER 2023

As part of a small team, I planned and implemented several database and route designs. I ensured clients' needs were met quickly and with quality

CollegeAidPro, MyCAP
MyCAP is a platform that offers customized financial planning for higher education.

Next.js | React | Laravel | MySQL | HTML | CSS

- Led front-end development and restructured back-end code to be more scalable
- Implemented custom whitelabel versions of the site including theming, auth0 authentication and SSO Tokens
- Collaborated with another vendor to integrate a custom API, co-design new features, and optimize shared database table structures.
- Designed intricate user interfaces optimizing user experience for complex forms.

Tiny Goliath, Amazon Fulfillment App
Shopify App that allows sellers to leverage Amazon's infrastructure for inventory storage, shipping, and returns while selling products on their Shopify store.

Ruby on Rails | PostgreSQL

- Led backend development of shopify app
- Integrated Shopify API and Amazon's Selling Partner API

Lux Capital
Venture capital firm based in New York City that focuses on investments in emerging technologies.

Next.js | React | Vue | NestJS | HTML | CSS

- Internal Tool
- Updated codebase from React to Next.js for their presentation site

Government Agency Recruiting Project
Public facing immersive and interactive recruiting experience

Electron | React | LokiJS | HTML | CSS

- Involved in the recent iteration of the project allowing more customizable versions of the project to be deployed and increase the number of kits in the field

PROJECTS

Pixel V — *Advanced pixel art drawing app*

https://pixelvee.netlify.app | Github

JavaScript | HTML | CSS

- Optimized graphical interface with multiple onscreen and offscreen HTML Canvases.
- Created functionality around actions which are reversible with an undo/redo stack.
- Built an HSL (Hue, Saturation, Lightness) color picker from scratch for intuitive color selection.
- Implemented tool for rasterizing bezier curves using Bresenham's Algorithm.

FRAMEWORKS / TOOLS

Next.js | React | Laravel | Rails | Node.js | Rspec | Electron | Heroku | AWS | Photoshop

LANGUAGES

JavaScript | PHP | Ruby | SQL | HTML | CSS

EDUCATION

Flatiron School, New York, NY
JANUARY 2020 - MAY 2020

Full Stack Web Development, Ruby on Rails and JavaScript program

University of California, Irvine, Irvine, CA
SEPTEMBER 2006 - JUNE 2010

Bachelor of Arts in Studio Art

HOBBIES

Baking, Birding, Foraging, Mycology, Pixel Art