Full Stack Engineer Full Stack Engineer Full Stack Engineer at Autumn Labs Lakeside, CA Experienced and highly motivated Full Stack Engineer with 3+ years experience. Strong background in C++. Authorized to work in the US for any employer Work Experience Full Stack Engineer Autumn Labs September 2017 to Present Working on Electron app using React, Node.js, and TypeScript. Front-end and back-end web development on Autumn Labs website. React component library development. SDK Developer (Contract) XYO Network - San Diego, CA December 2018 to March 2019 Wrote official XYO Network plugins and associated content for Unreal Engine 4 and Unity, targeting both Android and iOS. Utilized Java, Kotlin, and JNI for UE4 integration (C++), and both Swift and Objective-C for Unity's iOS plugin. Freelance Web Developer Self Employed April 2017 to May 2018 Freelance web development for several clients. Frameworks used include React, Node.js, Ruby on Rails, and Heroku. React Native Developer (Contract) B21 Limited January 2018 to February 2018 Created B21 cryptoasset manager app using React Native for Android and iOS. Gameplay Programmer (Contract) TitanRage Studios April 2016 to February 2017 Created and designed C++ gameplay systems using Unreal Engine 4. Gameplay Programmer Elias Games July 2014 to November 2016 Worked on C++ and blueprint systems using Unreal Engine 4 for a Steam-greenlit project. Education Bachelor's in Computer Science Full Sail University Present Skills C# (6 years), C++ (5 years), Git (3 years), Javascript (3 years), Node.js (2 years), Typescript (1 year), Swift (1 year), Android (2 years), Java (2 years), React (2 years), iOS (1 year), Express (2 years), HTML 5 (6 years), CSS3 (6 years), C (5 years), Kotlin (1 year), UI/UX (6 years), REST APIs (2 years), Continuous Integration (1 year), Redux (1 year) Links https://github.com/joshnies Awards 4th Place at Cisco DevNet Hackathon 2015-05 Publications MovieMob (iOS) https://apps.apple.com/us/app/moviemob/id1461220934?ls=1 2019-05 MovieMob app for iOS, available on the App Store. MovieMob (Android) https://play.google.com/store/apps/details?id=com.joshnies.moviemob 2019-04 MovieMob app for Android, available on Google Play. I used Kotlin, MVVM, Material Design 2.0, and industry-standard libraries such as Retrofit to accomplish this.

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