ANDY MIKULSKI
INTERACTION DESIGN + DEVELOPMENT

ANDYMIKULSKI.COM
ANDY.MIKULSKI@GMAIL.COM

A creative developer who loves combining intuitive design with inventive problem-solving to deliver unique interactive experiences.

SKILLS

- Unity 5
- C#
- JavaScript
- UX Design
- Game Design
- Wireframe + UI Design

- Cinema4D
- Adobe Creative Suite
- Motion Graphics
- Physical Computing
- User Story Mapping
- Version Control (Git, SVN)

- React + Redux
- Node.js
- NoSQL (Redis, MongoDB)
- QA Testing + Correction
- Performance Debugging
- Analytics

EXPERIENCE

Mozilla Corporation   NOV 2016 — Now
Front-End Engineer

Developed control panel for managing internal SHIELD survey studies. Tasks involved writing React + Redux components with accompanying tests, and writing code for the Firefox System Add-on for SHIELD.

Freelance Web Developer   SEPT 2015 — NOV 2016

Independently created web experiences for advertisement agencies, start ups, and other clients. Project tech stacks included React + Redux, Backbone, and TypeScript.

Mondo Robot   FEB 2015 — SEPT 2015
Developer

Lead front-end of Rails/Sitecore projects, utilizing Ruby, Sass, Angular, and CoffeeScript. Focused on integrating motion into designs and provided UX feedback where possible.

Firstborn   JUNE 2013 — JUNE 2014
HTML Developer

Crispin Porter + Bogusky   JUNE 2012 — AUG 2012
Interactive Developer (Intern)

EDUCATION

Rochester Institute of Technology   AUG 2008 — FEB 2013
BFA New Media Design & Imaging
CONFERRED MAY 2013

REFERENCES

Available upon request.