ANDY MIKULSKI
INTERACTION DESIGN + DEVELOPMENT

ANDYMIKULSKI.COM
ANDY.MIKULSKI@GMAIL.COM

A creative engineer with a demonstrated history of pairing intuitive design with high-quality, sustainable code to deliver unique interactive experiences.

SKILLS

JavaScript (ES6+)	TypeScript	Interaction + Visual Design
React + Redux	Rust, wasm-pack	QA + Performance Testing
Vue + Vuex	Python, Django	Test-Driven Development
CSS3+, Processors	C#, Unity	Data Modeling + DB Design
A-Frame, VRTK	Canvas, WebGL	Networked Programming

EXPERIENCE

Freelance Full Stack Developer – Remote   AUG 2018 – Present

Provides independent consulting and development services for interactive products and websites. Duties include the creation, deployment, and maintenance of client/server functionality. Tech involved typically includes React/Node, Python/Django, or C#/Unity.

Serenity Forge   APR 2018 – AUG 2018
Gameplay Engineer

Developed interactive experiences using C# and the Unity engine. Responsibilities included principal system design, feature development, QA, and game/visual design.

Mozilla Corporation   NOV 2016 – APR 2018
Front-End Engineer – Experiments Engineering, Product Delivery

Created React interfaces and Django APIs to facilitate Firefox SHIELD study management. Worked with Mozilla Design Systems to develop a React library for the Photon styleguide.

Freelance Front-End 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 – Creative Developer   FEB 2015 – SEPT 2015

Firstborn – HTML Developer   JUNE 2013 – JUNE 2014

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

EDUCATION

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

REFERENCES

Available upon request.