ANDY MIKULSKI
INTERACTION DESIGN + DEVELOPMENT

ANDYMIKULSKI.COM
ANDY@MKL.SKI

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

SKILLS

Full-Stack Web Development	Game Design + Development	Interaction + Visual Design
JavaScript, TypeScript	Unity + C#	User Story Mapping
Three.js, WebGL	AI Behavior Design	3D Modelling + Animation
Data Modelling + DB Design	Networked Gameplay	UX + IA Design
Elixir, Lua, Python, Rust	QA + Performance Testing	VR Development

EXPERIENCE

Mondo Robot – Lead Full-Stack Engineer   NOV 2018 – FEB 2021

Develops interactive experiences and products for web and mobile platforms. Maintains existing legacy projects, incorporating novel features or bug fixes as needed. Leads development for multiple web and native apps. Provides the necessary support for success to junior developers through code reviews, one-on-one meetings, and facilitating their short- and long-term goals. Tech involved typically includes TypeScript, React, Rails, or Elixir/Phoenix.

Serenity Forge   APR 2018 – AUG 2018
Gameplay Engineer – Contract

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 – Remote   SEPT 2015 – NOV 2016

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.