Colby Birkhead

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American expat and small business manager looking to return home and change gears. Developed software for use in production and advertising. Quick and eager to learn new languages and frameworks, driven to apply best practices and design clean code. Skilled at adapting to new and changing environments. Comfortable in many programming languages, as well as natural ones. Fully fluent in Japanese, conversationally fluent in Korean.

Education

Spring 2013 - Spring 2017

Nagoya University, Nagoya Japan
- Bachelor of Arts in Linguistics
- Full-ride scholarship student

Career

Spring 2017 - Present

Retail Manager
- Managed a grocery store focused on foreign clientele in South Korea
- Developed applications to assist with daily duties, including a book-keeping application that now automates what used to be over 100 hours of work a year

Projects (More at birkheadc.me/projects)

BookKeeper (Demo) (Source)
- Full stack web application that facilitates recording and searching daily sales totals
- Greatly improves speed and accuracy of making records
- Automatically generates weekly / monthly totals and averages

My Homepage Suite (Site) (Source)
- Built with React and Typescript
- Calls a number of custom APIs to generate content automatically
- All sections of the suite run in separate Docker containers, with reverse proxies to route traffic

ProjectSummary API (Source)
- Web API for storing and retrieving information on projects I have worked on
- Used by my homepage to automatically populate the My Projects page

Skills

Full Stack Web Development
- 4+ years experience creating web sites and applications for use in my own and other businesses
- Front: HTML5, CSS, JavaScript, TypeScript, Node, React, Angular
- Back: C# / ASP.NET, Java / Spring, Ruby / Rails, SQL / PostgreSQL / MySql / SQLite
- Comfortable with many peripheral technologies: Linux, Bash, Git, Docker, Firebase

Game Development
- 5+ years experience with Unity and Unreal Engine 4
- Built peer-to-peer as well as dedicated-server multiplayer games

Languages
- **Japanese**: fully fluent; 10+ years
- **Korean**: conversationally fluent; 5+ years