

Brian Boyko

Full-Stack Software Engineer

github.com/brianboyko
linkedin.com/in/brianboyko
portfolio: brianboyko.github.io

Austin, TX
+1-512-516-5544
brian.boyko@gmail.com

Technical Skills

Strong: Full Stack Javascript (w/Babel), Node.JS, NoSQL/SQL DBs & ORMs, Git, React, Redux, REST, jQuery, HTML/CSS Responsive Design, Responsive Frameworks (Materialize, Bootstrap), Third Party API integration (Stripe/Google Maps/Atlassian, etc.)

Experienced: Angular, Express, D3, OAuth/Passport, Websockets, Bundlers/Webpack et. al., Ionic, Cordova, Gulp/Grunt, Kanban, Atlassian/Jira et.al., NPM/BASH shell scripting

Experience

- | Cycorp | Austin, TX | 12/2015-Present | Full Stack Engineer |
|---|---|-----------------|---------------------------|
| <ul style="list-style-type: none">➤ Add features to React-based interface to be used in 3D edutainment game "MathCraft," (via Coherent UI for Unity)➤ Proposed, architected, and solely developed refactor of MathCraft interface which has enabled the following:<ul style="list-style-type: none">○ Reduced avg. time to fix bugs from days to hours with "instant replay" function replicating user experience.○ Bug reporting, either on demand (one-click) or on failure, which creates a Jira issue & logs debug data to MongoDB.○ Created tool for debugging developers to replay the application state exactly as the user experienced it.○ Front-end issues can be linked to back-end issues via unique hash marker that is searchable in Mongo, Jira, and Splunk.○ Created custom reusable compartmentalized code and components for use in other Cycorp programs.○ Used Material-UI (and it's library of reusable React Components) to design the UI/UX.○ Demo video: https://youtu.be/7Dk1ZZq09mk | | | |
| Mayday PAC | Austin, TX (w/ events in Boston & S.F.) | 2014 | Co-Creator/DevTeam Leader |
| <ul style="list-style-type: none">➤ Mayday PAC raised \$250k in 24 hrs, and \$11M in 3 mo. -- (The largest crowdfunded non-profit endeavor to date.)➤ Led team of volunteers in refactoring to handle unanticipated demand, eliminating outages. | | | |

Other Projects

- | DigiQuiz (Academic - with Peter Do & Juan Sierra) 2015 | Product Owner & Full-Stack Engineer |
|--|-------------------------------------|
| <ul style="list-style-type: none">○ Mission: Create SaaS edutainment app for classrooms where students interact live ("buzz-in") via mobile devices/laptops.○ Features: Simultaneous game sessions, store and retrieve custom game questions, track student progress, & iService.io integration. | |
| <ul style="list-style-type: none">➤ Speaker (Academic - with team): Modify fixed-schema DB to allow for custom feedback & D3 visualization.➤ AmiGo: (Academic - with team): Design MySQL DB schema, models & controllers w/ routing, and create dashboard for front-end integration tests.➤ Trivia MVP (36hr. solo) : Read trivia data from file, real-time communication w/Socket.io, enable multiple devices. | |

Prior Career (2006 - 2014): Marketing Communications / Technical Writing / Marketing Video Production

Companies: CacheIQ, SilverStripe, NetQos, ScienceLogic, Packet Design, Paessler AG, LifeSize, et. al. (more details on req.)

Education

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|---|-------------|---|
| ➤ MakerSquare | 2015 | Advanced Software Engineering Immersive |
| ➤ University of Texas | 2005 | M.A. in Journalism (Fellowship Recipient) |
| ➤ NJIT and Rutgers University, Jointly Conferred | 2003 | B.A. History |

Personal Achievements

- Created a 23 minute animated UI analysis of Windows 8. So far, 600k+ people have viewed it.
- Researched and wrote book on comparative democracy by living in New Zealand and studying NZ Parliament.
- Helped get victim of malware, a teacher wrongly convicted of child endangerment, a new trial, through corporate blogging.