Brian Boyko
Full-Stack Software Engineer

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Technical Skills

Strong: Javascript, jQuery, Node.JS/NPM, MySQL, PostgreSQL, MongoDB, Heroku, Git/GitHub, NPM, Bower, REST, React.JS, Stripe API, Materialize, HTML/CSS, Linux/Bash/Zsh, Adobe Photoshop/Premiere/InDesign

Experienced: Angular.JS, Express.JS, D3.JS, BCrypt, Socket.IO, Google App Engine (GAE), PHP, WordPress, Sinatra, Adobe Flash, Google Maps API, Bootstrap, Ionic, Cordova, Gulp

Projects

DigiQuiz (GH)   2015   **Product Owner & Full-Stack Engineer**
  Mission: Create SaaS edutainment app for classrooms where students interact live via mobile devices
  Features: Simultaneous game sessions, store and retrieve custom game questions, and track student progress

Speaker (GH)   2015   **Project Git Coordinator, Scrum Master & Full-stack Engineer**
  Mission: Add features to MVP application for users to get feedback on their public speaking from audiences
  Features Added: Users can customize feedback prompts, and these custom records are displayed via charts

AmiGo (In Dev)   2015   **Product Owner & Back-end Engineer**
  Mission: Create app which allows users to find and meet friends on vacation travels.
  Features: Build back-end of site, including schema and database models. Develop a dashboard designed to give front-end developer team a way to test their views. Provide sample front-end code for integration.

Trivia MVP (GH) 2015   **36 Hour Deadline, Solo**
  Mission: Create a site where users on different networks/devices can play a trivia game together in real-time
  Features: Read trivia questions from file, allow for real-time chat, questions, answers, and scorekeeping.

Mayday Labs (GH)   2014   **Co-Creator with Lawrence Lessig & Full Stack Developer**
  Mission: Build crowdfunding site compliant with F.E.C. regulations to fight corruption in Congress
  Features: Payment processing, database to save user information and required compliance data, deployment.

Experience

Cycorp   **JS/Web Engineer**   12/2015-Present   **Austin, TX**
  ➢ Add features to React based interface to be used in 3D edutainment game, (via Coherent UI for Unity)

Mayday PAC   **Co-Creator, CTO, Dev Team Leader**   2014   **Austin, TX**
  ➢ Mayday PAC is the largest crowdfunded non-profit endeavor to date. Raised $250k in 1st 24 hrs, $11M in 3 mo.
  ➢ Led team of volunteers in refactoring to handle unanticipated demand, eliminating outages

Cache IQ   **MarCom/Tech. Writer**   2010 - 2012   **Austin, TX**
  ➢ Created copy for blog posts, technical whitepapers, and case studies which led to increased leads and revenue

SilverStripe   **Technical Writer**   2010   **Wellington, New Zealand**
  ➢ Eased user adoption of SilverStripe CMS by creating help documents for v2.2 of the software

NetQoS   **Marketing Communications**   2006 - 2010   **Austin, TX**
  ➢ Wrote copy and edited video for NetCosm experimental UI, leading to 41% increase in market exposure. Team won #2 in Marketing Sherpa's Viral Marketing Hall of Fame.

Education

  ➢ **MakerSquare, 2015**   Advanced Software Engineering Immersive
  ➢ **University of Texas, 2005**   M.A. in Journalism (Fellowship Recipient)
  ➢ **NJIT and Rutgers University, 2003**   B.A. History

Personal Achievements

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