# Carlos Paelinck

## EDUCATION

University of Nebraska-Lincoln
Bachelor's Degree in Computer Science,  Minor in Mathematics, 2012

## OVERVIEW

I am a senior front-end developer and designer. I have a passion for how software is visually designed and functions at the core.

## EXPERIENCE

Senior Front-End Engineer @ Modus Create Inc.
2015 → 2016

I develop client-side applications using React, Angular, Ionic, watchOS, tvOS and iOS native.

Consultant @ Object Systems Group Inc.
2010 → 2015

I developed and designed front-end web and iOS applications for desktop and mobile built with JavaScript, Swift, Objective-C and Ruby on Rails.

Developer & Intern @ Las Vegas Gaming Inc.
2008 → 2010

I assisted software development by co-designing the interface and unit testing for a slot-machine entertainment portal OS X application. I also performed the company's transition to Macintosh-based computers.

## CLIENTS & PROJECTS

Senior Front-End Engineer  @ Marriott Labs
2015 → 2016 / Modus Create Consultant

Led the front-end development efforts of several lab projects for Marriott. Projects ranged from web applications to native iOS applications. The projects leveraged beacon technology, data-driven forms and geofencing. Technologies used were AngularJS, React, Redux and iOS native using Swift. I also created base infrastructure projects in React and iOS for rapid development of lab experiments.

### iOS Senior Developer / Team Lead @ Barclaycard Digital Offers Engineering
2012 → 2015 / OSG Consultant

Team lead and senior developer for the Bespoke Offers iOS application for Barclaycard. Bespoke Offers is a daily deals and merchandising app for local retailers in the United Kingdom. It has been downloaded by over 300,000 users and has over 60,000 active users. My daily responsibilities include sprint planning, working with product owners on design and experience and development of the application's services and architecture. I lead the initiative to refactor the codebase in Swift which has reduced overall lines of code, increased unit test coverage and accelerated delivery of features.

### iOS Senior Developer & Designer @ HuntForce Inc.
2014 → Present / Freelance

Senior developer and designer of the HuntForce iOS app. HuntForce is an all-in-one solution for sorting and managing hunting photos from your trail camera. HuntForce for iOS is a universal iPhone and iPad application written completely in Swift using the latest Swift frameworks for networking and image caching including AlamoFire and Haneke. It takes advantage of hardware-level animated graphics rendering using SpriteKit for engaging weather profile views. HuntForce for iOS also uses advanced core image video filtering for smooth filters and effects using the device's GPU. The application has received over 300 downloads.

### Designer & Front-End Developer @ Publications (publicationsapp.com)
2012 → Present / Open-Source

Publications is a full-stack JavaScript web application for print and screen design. I designed and developed the front-end client web app using React and Redux. The web service is developed in Spring Boot and uses PostgreSQL for data storage. Using custom directives Publications provides resolution-independent SVG-based canvases and live zooming. Documents can be exported to lightweight, multi-layer PDFs which are ideal for print shops.

### Developer @ Onsite Health Diagnostics
2012 → 2013 / OSG Consultant

Part-time Ruby on Rails developer for Onsite Health Diagnostics for their internal health data visualization portal. The portal showed companies trends on health statistics and costs for their employees. Portions I developed include a filtered scheduling calendar for screening and graphs showing linear trends of employee conditions.

### Designer & Developer @ KuBeat
2012 / OSG Consultant

KuBeat was a concept web application for a Chinese-based musical social media site. The application connected fans with local artists and venues called live houses around Shanghai, Beijing and Hong

Kong. I designed the user interface and wrote service-layer logic in Ruby on Rails. The web application had full unit testing coverage and was deployed on Amazon EC2 nodes.

**iOS, tvOS, watchOS and OS X**

Swift, Ionic, Objective-C, C, Core Graphics, SpriteKit, Core Animation, Core Data, Foundation, AFNetworking, AlamoFire, Haneke, XCTest, OCMock

**Web**

Angular, React, Hapi, NodeJS, LESS, SASS, HTML, Angular Material, Restangular, PDFKit, Mongoose, Ruby on Rails, Active Record, Mongoid, MySQL, MongoDB, Spring Boot, Hibernate

**Tooling**

Xcode, TestFlight, HockeyApp, NewRelic, Webpack, Gulp, Grunt, Bower, NPM, Gradle, IntelliJ

CONTACT INFORMATION

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