

# DECLAN MCKELVEY-HEMBREE

Software Engineer

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## EDUCATION

Bachelor of Science,  
Computer Science  
Washington University in St. Louis  
08/2012 - 12/2015

## SKILLS

### Web Development

CSS	Firebase	HTML	
Javascript	MODX	MySQL	
Node.js	PHP	Vue	Wordpress

### Application Development

AR	Arduino	C#
Electrical Engineering	Electron	
Java	Unity	VR

### Support Disciplines

Blender	Excel	Gitlab	Jira
Photoshop			

### Soft Skills

Adaptability	Collaboration
Creativity	Organization
Problem Solving	Time Management

## SUMMARY

Declan McKelvey-Hembree is a seasoned software developer with 8 years of agency experience creating websites, applications, and games for major brands. He's a versatile problem-solver with broad cross-disciplinary knowledge who frequently learns new technologies and skills on a per-project basis. He's always looking for opportunities to collaborate on unique projects and diversify the capabilities of software teams.

## EXPERIENCE

### Senior Application Developer

- 1600vergo 03/2022 - Present
- Shipped 30+ university websites to clients like the University of San Diego and Princeton, increasing annual giving and undergraduate applications. Yale's campaign site, For Humanity, helped Yale reach \$1.18B in annual donations.
  - Developed and maintained a customer acquisition platform for T-Mobile serving 700K+ customers and 500+ T-Mobile employee users.
  - Created several educational video games and provided on-the-ground support for USAA's Fort Innovate, a science museum exhibition about military inventions that toured to 10 cities nationwide.

### Application Developer II

- 1600vergo 10/2019 - 03/2022
- Architected and developed a virtual Masterclass platform for Sephora, where ticketed users could sign up for exclusive how-to livestreams from fashion influencers and then have one-on-one conversations with them in breakout rooms.
  - Developed a variety of fan activities for Blizzard Entertainment's annual fan convention, Blizzcon, including fan art poster design software and printing stations, and MVP voting software that was used 70K+ times over the course of one weekend.
  - Created a reusable suite of video games and interactive experiences for the annual Army/Navy promotional football game, including a pixel art infinite runner, a Kinect football game, a Hall of Fame interactive experience, and a digital recreation of the 1962 match based on archival materials.

### Application Developer II

- Fusion Marketing 03/2017 - 10/2019
- Developed and provided on-site support for 20+ experiential activations, including creating the "Bud Light Victory Fridges", IoT devices placed in Cleveland bars which contained free Bud Light, but were locked until the Cleveland Browns won a game. This marketing stunt created 2.6B earned media impressions, 313M social impressions, and a sales increase of 500K bottles.
  - Gamified customer lead intake for HSBC by creating a "Golf Swing Art" application, which used motion tracking and real time 3D rendering to turn customer's golf swings into unique, shareable works of art.
  - Created a parody genetic testing site, "23 and Me", to promote the launch of South Park's 23rd season. Users could take a personality quiz and receive their "genetic matches" from among 128 characters on the show. This led to 700K+ users signing up for additional marketing from Comedy Central.

### Application Developer

- Fusion Marketing 06/2016 - 03/2017
- Developed a number of sites for Anheuser-Busch brands, including Goose Island, Elysian, and Michelob Ultra. Unified CMS systems across brands for easier cross-training and management, and built one-off custom pages for special events.
  - Ideated and executed the Marriott Art of Innovation, an interactive installation with 4 unique generative art experiences based on the user's heart rate, movement, and pose. This exhibit toured internationally to celebrate the launch of various new Marriott properties.
  - Created the Tailgate Club platform, an integrated e-commerce experience allowing for à la carte customization and purchase of tailgate packages. Built and managed a complex inventory system allowing for bundling, discounts, and add-ons, and a daily manifest generation system for on-site fulfillment.