

Education **University of Wisconsin - Oshkosh** Graduated in 2014
Computer Science - Software Engineering Bachelor of Science

Programming Skills Ant, Bash, Batch, C#/MVC, CSS/LESS/SCSS, Dream Maker, HTML/Pug, Java, JavaScript (*including Angular 1/2+, Bootstrap 3/4, CoffeeScript, Cordova, d3, Deepstream, Electron, Express, ES6/ES7, Firebase, Ionic 1/2+, jQuery, knockout, Node, PhantomJS, Phaser, and TypeScript*), MongoDB, PHP, Python, SQL

Development Tools Atom, Eclipse, Git, Google Chrome, IntelliJ (mostly Webstorm), npm, Sublime Text, Terminal/PuTTY, vim, Visual Studio, VSCode

Building / CI Gitlab CI, Grunt, Gulp, npm, Travis CI, Webpack

Testing AVA, Chai, Jasmine, Karma, Mocha

Open Source Development/Freelancing Ongoing
Home Office Oshkosh, WI

- Program open source software (games, applications, libraries): <https://github.com/seyiria>
- Maintain a successful open source project with 2600+ stars
- Designed a fansite for a MMORPG, cataloging their information in an easy-to-digest fashion
- Experimented with making a custom, realtime game engine based on Deepstream
- Contributed documentation to Auth0 (topics: Angular2, Ionic)
- Created & designed an Idle RPG with 150-200 regular players (peak) and managed 30+ contributors
- Created & designed a full-stack mobile (w/ Ionic) GPS-based RPG
- Created & designed an online bracket generation tool that gained popularity in several niches
- Created & designed an Ionic app for Tabletop.Events to better connect with their community
- Created & designed a tool to help people create board/card games using a simple DSL
- Created & designed a MORPG from scratch
- Created & designed a PWA for 3 board games to help better navigate their rules

Contract Ionic Developer February 2018-May 2018
Perficient Digital Remote

- Regularly ship bugfixes for AAA Mobile app
- Implement new interfaces according to business specifications
- Improve developer processes to increase overall code quality

Contract Information Architect I June 2018-October 2018
Webworld Technologies (WTI Solutions) Remote

- Architect core components to be utilized throughout the app
- Review code frequently to ensure correctness and catch obvious errors
- Iterate frequently to ensure shipped features meet requirements for 547th Intelligence Squadron leadership
- Refactor core components to make future maintainability easier

Ionic Consultant May 2018-June 2018
Trinity Integrated Solutions Remote

- Scaffold and architect an offline-first Ionic app to be handed off internally