

Andrew Charles Parker McWatters Developer, Designer

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ABOUT

I am a *full-stack developer* who writes clear and concise, high-performance software and crafts pixel-perfect design.

I go to lengths most people would not to achieve world-class end results.

My goal is to acquire knowledge and mastery in various disciplines to produce work entire development studios do and seek recognition in international development and design communities.

SKILLS

Languages

HTML, CSS, JavaScript, Lua, C, C++, PHP, Java, C#, SQL, XML, YAML

Libraries & Frameworks

Express.js, Angular.js, Node.js, PhoneGap, jQuery, Zepto, Bootstrap, Sass, Less, script.aculo.us, LÖVE, Lanes, LuaSocket, ENet, SDL, Slim, .NET Framework, and various others.

Databases

Microsoft SQL Server, MySQL, SQLite, MongoDB

CMSs

WordPress

Revision Control

Subversion, Git

IDEs

Notepad++, Visual Studio, Eclipse, Sublime Text, Atom

Operating Systems & Distros Windows, OS X, Linux (Ubuntu, Debian)

Raster Graphics Editors Photoshop

EXPERIENCE

Software Developer

Phoenix, AZ
March 2014—November 2014

NPL Construction Company

- Dramatically improved rendering and execution performance for mobile software by profiling HTML, CSS, & JavaScript, redesigned mobile interfaces for ease of use with Photoshop
- Extended in-house web API in Node.js for integration with payroll systems over SAP and implemented telemetrics in Objective-C for apps to track mobile usage and plan consumption in order to save company money
- Designed in-house build automation and continuous integration systems by utilizing Node.js, Git, and Grunt
- Taught team modern webapp workflows (Yeoman, Grunt, and Bower usage)

Resumed education during 2013 —

Software Developer (Consultant)

Boston, MA June 2012–August 2012

Skillz

Competition Platform

 Designed prototype Valve Server Plugin in C and C++ for integration with Counter-Strike: Source and Skillz Web API for startup founders prior to its 1st seed round

Lead UI/UX Designer

International

Phoenixerve (Dissolved)

August 2011–April 2012

Game Server Provider

- Designed brand identity, look and feel for website and interfaces using HTML5, CSS3, JavaScript, PHP, Photoshop
- Integrated theme and site with third-party software and heavily modified views in PHP for consistent experience

Lead System Administrator

International

Brohoster (Dissolved)

May 2010-August 2011

Game Server Provider

- Setup and maintain dedicated servers and network infrastructure across the United States and Germany for 4,000+ clients
- Design game server instance images to interface with company administration panel system