Everett McIntire

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(562)-505-1659

Education

Plattsburgh University, NY

*B.S. in Computer Science
Minor in Graphic Design*
Sept 2017 - May 2021

Skills

- **- React/React Native**
- **- Typescript**
- **- .NET**
- **- C#**
- **- Node.js**
- **- Python**
- **- SQL & NoSQL DBMS**
- **- Unity**
- **- CSS/UI Design**
- **- Linux**
- **- Git**
- **- Agile Practices**
- **- Adobe Photoshop**
- **- Adobe Illustrator**

Experience

Full Stack Engineer
Nov 2021 - Present
CAMP   *Remote*

- Worked with React/TypeScript and .NET/C# to build and deliver full features and user interfaces based on client requirements

- Led small teams through feature development

- Maintained and enhanced existing systems through clean, maintainable, and efficient code

Tater Tap
Jan 2025 - April 2025

https://apps.apple.com/us/app/tater-tap/id6742767053

- Developed and launched Tater Tap, a fast-paced mobile game available on both app stores

- Built using Unity with integrated in-app purchases, advertisements, an in-game economy, and player account management

unCaged
Oct 2021 - Nov 2021

https://apps.apple.com/us/app/uncaged/id1593978532

- Developed and launched unCaged, an app that lets users rate, bookmark, and discover Nicolas Cage's filmography

- Built the frontend with React Native, the backend with Node.js, and utilized MongoDB for the database management

Full Stack Intern
July 2021 - Oct 2021
Materiality / Datapoint Labs   *Ithaca, NY*

- Implemented client requested features to existing web software in React and .NET

- Wrote clean and clear code that supported materials engineers and labs by enhancing their ability to upload, analyze, and share material data efficiently