

Eric Schmiel

Richmond, Virginia

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Website: <https://eschmiel.github.io/>

Github: <https://github.com/eschmiel>

Education

- Virginia Commonwealth University - Bachelor of Science in Philosophy and Economics
Concentration: Ethics and Public Policy

Technical Skills

- Frontend: React, Javascript, Typescript CSS, HTML
- Backend: Javascript, Node.js, Typescript, Express
- Database: PostgreSQL
- Testing: Jest, React Testing Library
- Source Control: Git

Projects

Social Media Toggle Web Application

<https://eschmiel.github.io/smt>

Core Technologies: React, Node.js, Express.js, PostgreSQL, Javascript, Typescript, Mocha

- Built a functioning UI with React based on mockups designed in Photoshop.
- Designed and implemented a PostgreSQL database and then deployed it on AWS.
- Built an extensive backend using Node/Express that handled basic CRUD operations for data structures representing tweets and user accounts, had a user account system with authentication and supported independent user sessions, invokes external REST services (Twitter), handled OAuth authorization and communicated with the React frontend through an API.

Combat Tracker Lite Web App

<https://eschmiel.github.io/combatTrackerLite>

Core Technologies: React, Typescript, Jest, React Testing Library

- Designed and implemented a lightweight, desktop browser-based web app that helps dungeon masters run combat encounters in Dungeons and Dragons.
- Built a complex tracker table that allows the user to add and remove table entries, create and remove sub entries for table entries, modify table entry data and automatically sorts table entries based on their initiative value.
- Implemented CSS animations that make the application feel responsive and makes it clear what entry the user is currently targeting.

2D Side Scrolling Platformer Prototype

<https://studioschmiel.com/platformer.html>

Core Technologies: Javascript

- Designed and implemented a 2D side scrolling game prototype using Bitmelo and Javascript.
- Implemented features include collision boxes, animation objects, animation controllers(for switching animations when the entity's state changes), scrolling camera, collision resolutions for walls, linear interpolation function for easing between values, continuous collision detection system for preventing collision tunneling, player entity and player controls, debugging tools, crafted jump arc and player inertia for good game feel.
- Wrote documentation for the animation controller and animation object code so other developers can make use of the systems ([documentation](#)).

T57-001 Website

<https://studioschmiel.com/t57-001.html>

Core Technologies: HTML, CSS, Javascript

- Designed and implemented a static website built with vanilla HTML5, CSS3 and Javascript for a game prototype made for the 2019 Emotional Mecha Jam. I served as the narrative designer on the project (<https://itch.io/jam/emotional-digital-mecha-jam>).
- Responsive design.
- Javascript primarily used to fade title text when scrolling.
- Parallax scrolling background.

Work Experience

Leapforce/Raterlabs: Search Engine Evaluator/Internet Analyst

Richmond, Virginia

April 2014 – January 2020

- Evaluated search engine results according to established guidelines.
- Assessed quality and trustworthiness of websites on a wide range of subjects including medical, legal, financial, political, scientific, and automotive content.
- Trained self on new task types as needed and worked remotely without an immediate supervisor.

HI Richmond Hostel: Front Desk Agent

Richmond, Virginia

September 2019 – March 2020

- Helped travelers from all over the world navigate Richmond and discover what's great about it.
- Managed nightly hostel operations on the overnight shift including: helping guests with late night issues, handling light housekeeping and running the nightly audit.