Jack Curtin

Mobile Developer

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WORK EXPERIENCE

Interapt, Remote

Software Developer – January 2024 – July 2024
Junior Mobile Developer – November 2022 – January 2024
Apprentice Mobile Developer – November 2021 – November 2022

- Primarily focused on Flutter development embedded within a native Android/iOS environment for GE Appliances' SmartHQ application
- Helped set up foundational Flutter code for the app's UI layouts and communication with kitchen appliances utilizing communication through API requests and ERDs.
- Submitted work through regular peer reviews using Github, both with internal team members and software architects at GE.
- Kept work in sync with GE's repositories on GitHub through pull requests and consistent backmerging.
- Frequently communicated directly with cloud engineers on GE's internal team to stay up to date on their backend framework, as it was actively in development.
- Attended daily SCRUM meetings and performed on 2 week sprint cycles, tracked using Zenhub

PROJECTS

Next Groove

- Created a RESTful API with full CRUD operations using Java Springboot MVC with Postgres to store a user's record collection
- Built SPA front-end with Angular and Angular Material
- Developed an algorithm to determine what album should be played next based on aggregate ratings of their current selection
- Utilized Pivotal Tracker to manage sprints and user stories
- Built wireframes / ERD diagrams to plan app infrastructure

New Age Tic-Tac-Toe

- Built a complete web application using Javascript, HTML, and CSS
- Integrated animation libraries and custom sound effects to achieve the concept of a therapeutic, relaxing game
- Responsive design allows game to work on mobile devices

Education

Loyola University Chicago
2013–2017
B.A
Digital Media

General Assembly
2021
Software Engineering Immersive

LINKS

LinkedIn
GitHub

SKILLS

Flutter/Dart

Android /Kotlin

Angular

Git

Javascript/Typescript

Java / Springboot

Heroku/AWS Deployment

Azure DevOps

HTML5/CSS