|  |  |
| --- | --- |
| Joseph Faulstick  Software Developer | |
| |  |  | | --- | --- | |  | Profile **Bio:** I am a Software Developer with experience working with modern frameworks. I am skilled in both front end and full stack development and am looking for opportunities that will help me grow as an engineer. In addition, the skills I developed in my 15 years in the video game industry make me an asset to any team I am part of.  **Contact:** jfaulstick@gmail.com |  |  |  | | --- | --- | |  | Employment HistoryJunior Front End Engineer at FoodLogiQ, Durham February 2019 — Present  Currently serving as a junior front end engineer supporting FoodLogiQ's Connect platform.  Responsibilities include:   * Implement new front end product features to FoodLogiQ's core Connect platform. * Write and maintain unit tests for all front end features using Karma and Jest. * Assist in upgrading five year old code base from AngularJS 1.3 to a hybrid Angular 8 / AngularJS application with the longterm goal of transitioning fully to modern angular.  Front End Engineer at Smashing Boxes, Durham, North Carolina August 2018 — February 2019  Served as a member of an embedded team working with one of Smashing Boxes' largest clients. Responsibilities include:   * Plan and develop new features using Angular 6 & 7, TypeScript, and client's internal UI kit. * Participate in code review and maintenance using Git and Phabricator. * Assist in the hiring process for the front end engineering team.  Teaching Assistant at University of North Carolina at Chapel Hill, Raleigh-Durham, North Carolina Area June 2018 — May 2019  Help facilitate classroom operation including, time tracking, attendance, and lesson material delivery.   * Assist in delivering the lesson plan and curriculum. * Provide mentor-ship and code review to enrolled students during class activities and office hours. * Assist students in debugging code through pair programming.  Producer at 2K, Novato, California April 2015 — April 2018  Served as development producer on an unannounced title.   * Built initial project, high level milestone schedule, and staffing plans. * Helped drive forward internal concept and pre-production work using agile methodologies.   Served as the publishing producer for the *Sid Meier's Civilization* franchise while shipping *Sid Meier's Civilization VI*, *Civilization Beyond Earth: Rising Tide*, and *Civilization Revolution 2 Vita*.   * Managed milestone review, age rating certification, localization, and quality assurance testing processes. * Mentored and managed junior production staff.  Producer at Crystal Dynamics, Redwood City, California September 2014 — April 2015  Served as a development producer on *Rise of the Tomb Raider*   * Managed the combat, enemy character, secondary systems, and user interface teams. * Maintained project schedule for the above areas of development. * Ran daily stand-ups and weekly pod meetings.  Producer at Microsoft, Redmond, Washington May 2012 — July 2014  Served as publishing producer on *Ryse: Son of Rome*, *Sunset Overdrive*, and *Quantum Break*.   * Reviewed development milestones and interim builds. * Managed final release processes for main title and post release game updates. * Configured title Live Services via the Xbox Development Portal. * Ensured titles adhered to internal privacy and security policies.  Producer at Freelance, Revere, Massachusetts May 2011 — May 2012  Provided freelance production consult services for Irrational Games with PR and Marketing efforts for *BioShock Infinite*, including Pre-E3 and E3 2011, Gamescom 2011, Destination Playstation 2011, and additional smaller press and retailer events. Producer at Irrational Games, Quincy, Massachusetts February 2004 — May 2011  Served as a development producer on *Swat 4*, *BioShock*, and *BioShock Infinite*.   * Managed production and scheduling for significant portions of each title through all phases of development. * Produced and demonstrated multiple award winning consumer and press demos. * Managed internal QA test team and mentored junior production staff. * Assisted in the recruiting process while growing the studio staff from around 45 members to a team of over 100.  Quality Assurance Tester at Atari, Beverly, Massachusetts February 2003 — February 2004  Served as a Quality Assurance Tester at Atari's Beverly, Massachusetts studio prior to the studio's closure. Credited on *Unreal Tournament 2004*, *Neverwinter Nights: Hordes of the Underdark*, *Neverwinter Nights: Shadows of Angmar*, *Pajama Sam: Life is Rough When You Lose Your Stuff*, *Rollercoaster Tycoon 2: Wacky Worlds Expansion*. |  |  |  | | --- | --- | |  | EducationFull Stack Development Certificate, University of California, Berkeley, Berkeley, California October 2017 — April 2018  Attended USC Berkeley's Coding Bootcamp and received an 3.8 grade average on all assignments and class projects. | | Details 6175382734 jfaulstick@gmail.com Links <https://jfaulstick.github.io/>  <https://github.com/jfaulstick> Skills HTML  CSS  JavaScript  TypeScript  React  AngularJS  Angular 6+  Karma  Jasmine  Jest  Node  MySQL  MongoDB  REST APIs  Git  Agile Development  Project Management |