Joshua Shier

Web Developer / Game Designer

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SUMMARY

Motivated and learning-driven Front End Software Engineer with a passion for creating solutions. Instilled with a drive to learn and grow in understanding complex frameworks and enterprise level products. Equipped with extensive knowledge of Front End Development technologies with a track record of meeting and exceeding client expectations and creating unique user experiences.

SKILLS

Web Technologies & Frameworks
HTML / CSS / React / PHP / Wordpress / Shopify / Liquid / Node.js

Languages
Javascript / C# / Python

Database
MySQL

Versioning & Workflow
Git / Bitbucket / Jira / Agile

EXPERIENCE

Junior Web Developer   June 2017—Present

Business Tech Pro, Lake Forest, CA
- Communicated with clients on projects defining quotes and estimating completion time
- Used many APIs including Google and Shopify to build custom solutions for client's stores
- Updated and applied new features to C# and PHP based applications

Web Development Intern   August—September 2016

My Choice Software, Lake Forest, CA
- Created product finder that prompts customers with specific product questions that redirects them to satisfactory products based on their answer
- Developed a blog using Wordpress for the company to post articles about relevant technology news and to direct customers to their store page

Computer Coding Instructor   June—August 2016

Code to the Future, Irvine, CA
- Managed classroom sizes of up to 20 students, ranging from 1st grade to 8th, and instruct them on the basics of computer programming and game design
- Create engaging computer-coding curriculum for both the after school program and summer school, in order to encourage student learning, participation, and retention

PROJECTS

Loyalty points by BTP:
- Created a PHP app to manage loyalty points for stores
- Created admin dashboard to set custom rules to earn points

Giftly by BTP:
- Created app to inject javascript and pop up a tiered coupon generator for customers
- Built app in C# with React frontend

Floorcity:
- Revamped client cart/draft process using Google Maps API to find warehouses close to the customer
- Updated blog and blog categorization based on mockups from in-house designer

LockPickWorld:
- Updated client website based on mockups from client

Lumin (video game):
- Developed and published a video game as Lead Developer of a capstone project.
- Programmed level design and lighting using Unity and C#
- Designed and implemented SPFX
- 15k+ views, 3k+ downloads

Lumin Website:
- Created a responsive website for capstone game Lumin based on the Firewatch game website design

EDUCATION

B.S. Computer Science: Game Design

University of California at Santa Cruz