

Sage Raflik

Well rounded full-stack software developer with a focus on frontend

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github.com/neonfuz

(707) 362 - 5705

Milwaukee WI

Experience

Labrynth | Unity3D, C#, Deno, Redis, Arweave | 2021 - 2022

Developed AR art gallery application

Warhog Financials | MongoDB, Express, Angular, Node | 2015 - 2021

Lead Full-Stack Developer for web accounting software

Eden Farms | React, CouchDB, Puppeteer | 2018 - 2019

Developed and maintained Seed to Sale software to interface with county required system through regulatory lifecycle

Freelance Development | React, jQuery, Gatsby, JAM stack | 2016 - 2018

Worked directly with clients to create websites

Optimized SEO to reach top Google result for key searches

911 Enhanced | Android, Java, C++ | 2014

Developed application for presentation at Launch Milwaukee

Open Source Contributions | 2014 - present

Frequent code and discussion contributor

Package maintainer for NixOS

Education

University of Wisconsin | Computer Science | 2016-2018

Studied Computer Science, primarily Java programming

Milwaukee Area Technical College | Video Game Developer | 2014-2016

Learned Unity3D, C# development, and practices like code testing

Learned team coordination tools such as Agile, Scrum, and Kanban

Experienced working collaboratively with 40+ people on single project

Skills

Frontend

React, Angular, Svelte

HTML, CSS, SVG

Javascript, Typescript

Webpack, Rollup, Grunt

SVG/PDF Generation

Backend

Node, Deno, Python

Testing

Jest, Puppetier

Databases

MongoDB, CouchDB, Redis

Arweave

System Administration

15+ years Linux

AWS, S3, Docker, git

Systems Programming

C, C++, Rust, GDB

Java, C#, Python

Unity3D, Android

Nix, Haskell