

Walker Twyman

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Dallas, TX

FULL STACK WEB DEVELOPER

<https://github.com/nice-rain>
<https://linkedin.com/in/wtwyman/>
<https://fullstack-dev.pro>

Summary

Full stack developer candidate skilled in writing, clean, testable code. Proficient in mobile-first responsive design and test-driven development. Experienced with modern tooling and excited to pick up the right tools for the job.

Skills

Advanced: JavaScript, jQuery, Node.js, HTML5, CSS3, Git, GitHub, NPM, REST APIs, React.js, Redux.js

Proficient: MongoDB, TDD with Mocha and Chai, ES6, Mobile VR, AWS, Serverless, DynamoDB, React Hooks

Expert: Written & Verbal Communication, Teaching, Unreal Engine 4/Blueprint Scripting.

Recent Projects

[Weekly Words](#): A web application that generates 20 new words to review each week. A user can create and login to an account in order to review decks and track the progress each week. Built with HTML, CSS, JavaScript, React.js, Redux.js, Node.js, and Express.

[Assessment Grading App](#): An application that allows a user to create classes and assessments, grade assessments, and view reports broken down by class and individual student scores in a lightweight and responsive application. Built with HTML, CSS, JQuery, Node.js, and Express.

[Fortnite Stats Comparison](#): An app to look up and compare stats between fortnite players. It will automatically calculate and display skill differences. Built with HTML, CSS, and JQuery. Uses the fortnite masters API to retrieve information.

Experience

Bottle Rocket Studios

Dallas, TX

Software Engineer I

March 2019 – Current

- Developed Amazon Alexa skill involving external API calls, persistence, and dynamic slot values.

Dallas ISD

Dallas, TX

Pre-AP Biology Teacher (Collegiate)

September 2016 – Current

- Met state standards on Biology STAAR assessment by developing engaging lessons that promoted scientific inquiry.
- Surpassed district assessment standards by working collaboratively to develop a method to track and analyze student data.

Blindshot Interactive

Dallas, TX

Lead Programmer

August 2014 – September 2016

- Developed a project for Steam Greenlight using Unreal Engine 4.
- Achieved a roughly 50% performance increase by developing a solution to allow instanced foliage to contain scripts.
- Reduced memory usage from 8gb to around 2.5gb by implementing asynchronous loading for gameplay assets.
- Created exciting gameplay by developing an inventory system, quest system, crafting system, and interactive AI trees.

Education

Louisiana Tech University

BS Biology, Minor in Chemistry

May 2010

GPA: 3.66 / 4.0

THINKFUL

Currently Enrolled

Full Stack Flex

- Learned industry best practices and practical software development standards with a focus on HTML5, CSS3, JavaScript, jQuery, Node.js, React.js, Redux.js and algorithms & data structures.

- Created and deployed mobile-first applications while learning new languages and frameworks by collaborating several hours every week with a senior web developer.