

Walker Twyman

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.

Proficient: MongoDB, TDD with Mocha and Chai, ES6, Mobile VR.

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

Recent Projects

[Node Contact Form](#): A contact form that uses an external smtp server to send emails. Allows the user to contact the website owner while protecting email address from spammers. Built with HTML, CSS, JQuery, Node.js, and Express. Uses nodemailer module to send emails.

[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.

[Biology Quiz App](#): An application that quizzes the user over 10 cell biology questions. Try it out and test your knowledge! Built with HTML, CSS, and JQuery.

Experience

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.
- Planned and led PLC meetings as well as professional developments for new collegiate academy teachers.
- Surpassed district assessment standards by working collaboratively to develop a method to track and analyze student data.
- Assisted student college-readiness by integrating technology into science curriculum.

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,, 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.
- Currently studying data persistence and modeling with MongoDB and Mongoose in Node.js.