Walker Twyman

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Dallas, TX

SOFTWARE ENGINEER II

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 ES6, jQuery, Node.js, HTML5, CSS3, Git, REST APIs, React.js, Redux.js
Proficient: MongoDB, Testing with Mocha and Chai, Mobile VR, AWS, Serverless, React Hooks, GTM, WordPress
Expert: Written & Verbal Communication, Teaching, Unreal Engine 4/Blueprint Scripting.

Recent Projects

Tomato Disease ML: Proof of concept application built using AWS Sagemaker and React.js to identify tomato leaf diseases based upon images. Currently can identify the following: leaf miner, early blight, powdery mildew, and septoria leaf spot.
Serverless Master Server: A plugin written for Unreal Engine and AWS Lambda. It allows for a simple master server to be deployed on a serverless architecture to save server compute costs. Built with C++, JavaScript, Node.js, Blueprint, AWS Lambda
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.

Experience

Bottle Rocket Studios   Dallas, TX
Software Engineer II   March 2019 – Current
- Developed Amazon Alexa skill involving external API calls, persistence, and dynamic slot values
- Collaborated, utilizing Next.js, React.js, and GraphQL to develop web brochure for Fortune 500 company
- Developed real-time web application using Firebase to gather and display event data
- Worked independently as well as served as a fill-in lead on multiple projects involving React.js, Node.js, AWS, and WordPress

Dallas ISD   Dallas, TX
Pre-AP Biology Teacher (Collegiate)   September 2016 – March 2019
- 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   March 2019
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.