

# ANDREW PUNGPRAKEARTI

## FULL STACK DEVELOPER

### EXPERIENCE

#### Front End Web Development Intern

Faneron Inc.

November 2018 - present

- Refactored an existing production JAMstack code base.
- Fetched data from APIs, such as Contentful using GraphQL queries.
- Used Gatsby and React Portals to create reusable components.
- Created dynamic visualizations from user data.
- Used React to create styled components that matched design mockups.

#### Digital Effects Artist

Nimble Collective

October 2016 - August 2017

- Used compositing techniques to fix rendering issues and added effects to compliment story telling.
- Worked remotely using proprietary cloud based platform.

#### Stereoscopic Image Finaling Lead / Surfacing Artist

DreamWorks Animation

July 2008 - February 2015

- Worked on over 30 motion pictures.
- Used compositing techniques, 3D projection, digital paint, and articulated rotoscope to fix rendering errors and add polish to shots.
- Fixed stereoscopic issues that caused distracting and nauseating effects when viewed.
- Textured 3D assets and rendered using proprietary renderer.
- Created, documented, and maintained several Python scripts and Linux tutorials on DreamWorks' internal website.

### PROJECTS

#### react-jobly.herokuapp.com

- React front end
- Express back end

### SKILLS

JavaScript	Python	PostgreSQL
React	Flask	GraphQL
Redux	SQLAlchemy	Git
Gatsby	Express	CSS
JQuery	Node.js	SASS

### EDUCATION

#### Rithm School

Full Stack Web Development

2018 - 2019

- In person 17 week accelerated front end and back end web development course.
- Created over 30 web applications in several frameworks.

#### Academy of Art University

Bachelor of Arts in Visual Effects

2002 - 2007

- Curriculum included compositing, matte painting, particles, MEL scripting, editing, match moving, modeling, and animation.

### CONTACT

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