# ANDREW PUNGPRAKEARTI
## FULL STACK DEVELOPER

## SUMMARY

I'm a hard working creative full stack developer that wants to build beautiful dynamic web applications for you. My extensive professional background has taught me to be detail oriented and able to consistently hit deadlines.

## SKILLS

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

## EDUCATION

### Rithm School
Full Stack Web Development
2018 - 2019

- Curriculum included JavaScript, Python, front and back end web development, single page applications, data structures, and complex algorithms.

### 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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## EXPERIENCE

### Front End Web Development Intern
Faneron Inc.
November 2018 - present

- Refactored an existing production Jamstack code base.
- Fetched data from Contentful using GraphQL queries.
- Used Gatsby and React Portals to create reusable components.
- 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
PDI/DreamWorks Animation
July 2008 - February 2015

- 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.
- Used proprietary node based compositing software, Nuke, After Effects, Photoshop, and Mari.
- Textured assets and rendered using proprietary renderer.
- Created, documented, updated, and maintained several Python scripts that are used in every shot of every show.
- Created several scripting and Linux tutorials which are documented on the DreamWorks internal website.