Rob Cary
Software Engineer

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/r0bc4ry
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Skills

JavaScript (Node.js)	HTML5/CSS3	PHP
C#	Java	C
MySQL	MongoDB	Redis
Git	Package Management	Amazon Web Services
Unity	Adobe Photoshop	Autodesk Maya

Experience

HelloWallet / Software Engineer
NOVEMBER 2015 - AUGUST 2017

Worked as a full stack developer for web-based personal financial management service. Developed and deployed multiple front end features for a retirement planning tool used by numerous major brands and hundreds of thousands of users. Worked on large design refresh and technology replatforming effort of a Java application to Node.js and Ember.js involving coordinating with dozens of engineers and designers from multiple offices around the world.

Heyo / Software Engineer
MAY 2012 - NOVEMBER 2015

Worked as a full stack developer for a social media marketing startup. Completed replatforming of Facebook contest application used by over 100,000 users and numerous major brands. Created social selling application, allowing users to buy and sell products from within Facebook's News Feed using various payment service providers. Experience with numerous third-party APIs and SDKs including Facebook, Stripe, PayPal, Rackspace, and Mailgun.

Other Projects

My Mugs & Kisses
2018 - 2019

Contracted to create a web-based design generator for their personalized mug business.

Ranked Royale
2019

Created competitive, third-party matchmaking service for Fortnite that assigns players an Elo rating.

Trivia Monsters
2018

Created a turn-based monster battle trivia game for Ludum Dare 41 game jam in 48 hours, placing in the top 18% of all submissions.

Gifable

2015

Created open source website that converts GIFs into responsive HTML5 videos.

Antibody

2013

Created a 3D tower defense game with a small team as part of my senior project at Virginia Tech. The game was selected to be featured at a local art exhibit.

Education

Virginia Tech / Computer Science

2009 - 2013

Studied with a focus in media/creative computing taking courses such as Computer Graphics, 3D Computer Animation, Intro to GUI Programming, Linear Algebra, and Human-Computer Interaction.