Robert Concepcion III

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TECHNOLOGIES

Software Development:
JavaScript *(ES5 / ES6 / ES7)* · React · Redux · Node.js · HTML5 · CSS · Webpack
Git · Bash · Java · MySQL · MongoDB · Grunt · Gulp · AWS *(Lambda, S3)*

Multimedia Creation/Editing:
Adobe Photoshop · Inkscape · Blender 3D · FL Studio · Sketchbook

EDUCATION

New York Institute of Technology
M.S. Computer Science, *December 2013* · B.S. Computer Science*, August 2012*

EXPERIENCE

Lead UI Developer (Contract)
Nomura, February 2019 – Present

Set the coding standards on front end for a new inter-related suite of front ends at the global equity finance department

Developed a React enterprise grid library which exceeded the performance, flexibility, visuals of another library many teams at the company were paying for -- this became the standard for other initiatives on the team; supported features which included declarative column definitions, loading hundreds of thousands of rows with realtime instant filtering, easy hooks for web sockets and widgets that interacted with this by leveraging functional concepts, creating re-usable hooks, a very carefully integrated selection of technologies.

Assisted members from other departments with technical problems related to front-end development technologies when there was extra time to do so.

Software Engineer (Contract)
RSG Media, November 2017 – August 2018

Work with engineering VPs and consult with knowledgeable team members on related project to write a new RESTful API backend for a flagship product which searches IP rights portfolios globally and in real-time -- released under budget and on schedule.

Rapidly learn business logic, troubleshot and inferred client data scenarios for IP rules across international media corporations.

EXPERIENCE (cont'd)

Software Engineer (Contract/cont'd)
RSG Media, November 2017 – August 2018

Iterated on product MVP which was actively used at Viacom during the process.

Created a centralized documentation using APIDoc for front-end devs and management to reference as the RESTful API and spec evolved.

Wrote scripts to migrate NoSQL database entries and helped out troubleshooting issues with dev ops where possible.

Full Stack Software Developer
YouVisit, April 2017 – October 2017

Led an optimization effort on the front end for a React/Redux based VR client tour app which resulted in an improvement of greater than 25% in almost every measurable metric.

Proactively created pragmatic solutions with the front-end team to move towards a maintainable architecture -- consistently cutting down technical debt in the process.

Implemented features and fixed long-standing blockers.

Senior Web Application Developer
Power Management Concepts, April 2014 – March 2017

Designed the backend and web content management system for an app to facilitate the upkeep of critical infrastructure and power systems data in skyscrapers. Clients included Black Rock, the New York Stock Exchange, World Trade Center and JFK Airport.

Developed and maintained a scalable web application architecture including database, server and client side design using Node.js + Express, React, Flux and MySQL which actively maintained today (Q4 2018)

Automated deployment processes and managed builds on the front-end using Grunt and Gulp.

Designed the first iteration of the app's UI with Adobe Illustrator for mockups and assisted with design for miscellaneous projects such as an expo website and business cards.

EXPERIENCE (cont'd)

Web Developer
Independent Contractor, May 2014 – August 2015

Managed a wordpress server; responsibilities included: creating pages from PSDs, improving UX, troubleshooting plugins using PHP, and supporting client and server-side codebases.

Helped site maintainers troubleshoot issues with backing up their data, FTP and editing content.

Graduate Thesis Project
New York Institute of Technology, June 2013 – December 2013

Created an open-source web 2D/3D multimedia API which allowed developers to easily create interactive multimedia applications using HTML5 (FileAPI, Canvas and WebAudio) and JS. YUI3 was used for the JS architecture and Three.js was used to wrap the 3D abstractions.

Developed a web interface for loading images and assembling animations, which auto-generated .js source code.

Software Developer / Founder
Whateversoft (Sole Proprietorship), January 2011 – May 2013

Developed a cross-platform 2D game API in Java and an Android app released on Google Play and Amazon. Worked with an artist to create a real-time interactive puzzle game and a card game for the Android OS with both an app and server-side for high scores.

Information Management Officer
United States Navy, June 2009 – April 2010

Contributed to the development and management of a command-wide Microsoft Sharepoint web portal using HTML, CSS and JavaScript, also training officers in how to maintain their own sections.

Administered, secured, and maintained 130 Windows XP workstations.

Field Service Technician
Coinstar, June 2008 – May 2009

Electronic Technician
United States Navy, November 2005 – March 2008