

Sai Chimata

EXPERIENCE

UI Developer • Infovision • Houston • Jan - Mar '20

Subcontractor at PrimeroEdge. Tasked with writing and reviewing in cross-functional teams using an Agile methodology.

- Built a greenfield TypeScript and React project for a school foodservice suite.
- Played an informal role as a chapter lead, growing the skills of the chapter, advocating for best practices, and facilitating architectural discussions.
- Acted as a UX engineer, building our design component library, and adapting Material UI
- Took part in a buy-vs-build decision regarding design component frameworks.

Software Engineer • Spreetail • Austin • Apr - July '19

Note: Company changed direction, resulting in a layoff of the Austin office.

Hired full-time from a subcontractor status. Responsible for writing, reviewing, testing, and deploying front-end components as part of an Agile Kanban team handling the checkout process, the most mission-critical portion of the site.

[Spreetail.com](https://spreetail.com)

- Worked on an internal UI component library implementing CSS-in-JS and atomic design patterns. Particularly involved in writing and debugging form components.
- Implemented guest users and guest checkouts.
- Increased unit and end-to-end test coverage throughout the checkout flow.

UI Developer • Infovision • Austin • Nov '18 - Mar '19

Subcontractor at Spreetail. Tasked with writing and reviewing front-end code, with work spread across multiple cross-functional teams handling the login process, menus, checkout, and product pages. [Spreetail.com](https://spreetail.com)

- Spun-up a consumer-facing React web app with 20 other developers in a record three months and change.
- Coordinated with product and UX leads to work around the limitations of our tools.
- Implemented and adhered to WCAG 2.0 level AA accessibility standard.
- Refactored the initial mounting sequence of the entire app to make better use of Redux-Saga.

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LANGUAGES

	Proficiency
JavaScript	9/10
Java	8
PHP	7
C#	6
SQL	5
Python	4

TOOLS

	Proficiency
React	9/10
Redux-Saga	8
TypeScript	8
npm	8
Jest	9
Styled Components	10
Storybook	8
Sass	8
Git	7
Node	7
Webpack	7
Nightwatch.js	7
Babel	7
jQuery	7
GCP	6
Express	5

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EDUCATION

BS Information Science • Univ. of Pittsburgh • Class of '18

- Design Track + Computer Science related area

PROJECTS

Board Operator's Log • React • Postgres • Node • Jan '18 - Present

- Web app to log on-air song and audio information for WPTS Radio, in compliance with FCC regulations.
- Source is private and proprietary.

Railgun Rodeo 3-D • Unity • Arduino • C/C# • Wearables • Mar - Apr '18

- A 3-D, 6-degrees-of-freedom implementation of the earlier 2-D concept.
- Responsible for concept, game design, and controller prototyping.
- Sewed two wearable glove prototypes with conductive thread and programmed them to act as motion controllers; one hand controls pitch, yaw, and roll, while the other controls thrust and armaments.
- Wrote the code that massages raw data from the MEMS sensor and provides an interface between the gloves and the game.
- Repository is private and maintained by a partner on the project; source available upon request.
- github.com/Coachuhar/RailgunRodeo

Picman • Unity • C# • Feb - Mar '18

- 3-D maze navigation game inspired by the original Pac-Man (derivative work produced under fair use conditions).
- Utilized a depth-first, recursive graph traversal algorithm for maze generation.
- github.com/sai-chai/Picman

Railgun Rodeo • Unity • C# • Jan - Feb '18

- 2-D side-scrolling space shooter.
- github.com/sai-chai/Railgun-Rodeo

STRENGTHS

Fast Learning
Problem-solving
Instruction
Communication

HOBBIES

Interactive Art
DJing
Streetwear
Gardening