

Software Engineer, iOS

 /sclampet

 /in/sclampet

TECHNICAL SKILLS

Proficiencies

Swift
Javascript
Vue.js
Dart & Flutter

OTHER SKILLS

Prototyping
Project Management
Emotional Intelligence
Customer Service

INTERESTS

Engineering Management
Startup Scaling
UX/UI Design
Environmental Activism

EXPERIENCE

CO-FOUNDER

Tao Team | Current

Manage, design, and implement creative tech solutions through brand discovery, MVP development, and data driven strategy.

Currently developing in-house web and mobile apps to best represent the Tao Team experience.

INDEPENDENT CONSULTANT 2018

Designed and implemented technical solutions for a variety of clients ranging from small business owners to major corporations such as Sony Pictures.

Single-handedly built two mobile AR experiences that played major roles in Sony marketing campaigns.

MOBILE PM/DEVELOPER & T3 SUPPORT ZingFit | 2017

Managed mobile app process from client-app acquisition to post-deployment support and provided T3 support for existing clientele.

Reduced client-app backlog and deployment timeframe by 50% through client, support, and engineering management and restructuring.

Increased client-app acquisition by 10% over a 4 month period by implementing a client facing CMS and a user facing "sign-in with QR code" feature.

EDUCATION

MEAN & Python

Coding Dojo | 2015 - 2016

Earned the highest score on both the Python and MEAN, assessment, an achievement earned by only the top 5% of Coding Dojo students at the time.

B.S. SHOW PRODUCTION

Full Sail University | 2012 - 2014

Earned a B.S. degree in 2 years and demonstrated the ability to design and execute a live performance. From live sound and lighting to corporate presentations.

PROJECTS

SPIDER-MAN INTO THE SPIDER-VERSE Interactive Augmented Reality Mobile App

Working with Sony Pictures for the DVD Release of Spider-Man Into The Spider-Verse, I developed an AR experience direct from a mobile browser, no native app required! The QR code for this experience was put on every DVD sold in Walmart.

GOOSEBUMPS 2 Snapchat Game & Lens

A unique 3D game built entirely in Lens Studio! Now you can have a real world 3D animated snowball fight with your favorite Sony's Goosebumps 2 character, Slappy!

MOVIEFLIX iOS | Swift

A mock iOS Developer take-home project. Basic requirements were to display movies from themoviedb.com's REST api. Design elements and UI left up to me. I built this programmatically based off of Netflix..

OVERFLOW iOS | Swift

A mock iOS Developer take-home project. Basic requirements were to build, Hangman. Design elements and UI left up to me. I chose to use Airbnb's Lottie Animations to build a more family friendly version. UI built programmatically.

JARS iOS & Android App | Dart & Flutter

A way to share ideas, randomize your weekend, and avoid making decisions! Inspired by a recipe jar we randomly pull from at home, JARS allows for random selections of things you love at the tip of your finger.