

**Programming Skills** Angular 1/2+, Ant, Bash, Batch, Bootstrap 2/3/4, C#/MVC, CoffeeScript, Colyseus, Cordova, CSS/LESS/SCSS, d3, Deepstream, Dream Maker, Electron, Express, FeathersJS, Firebase, GraphQL, HTML/Pug, Hugo, Ionic 1/2/3/4/5, Java, JavaScript, Jekyll, jQuery, knockout, Material, Node, PhantomJS, Phaser, PHP, Python, Redux (NGXS), Socketcluster, SQL, TypeScript, Vue

**Development Tools** Git, Google Chrome, IntelliJ, MongoDB, npm, PostgreSQL, Terminal, vim, Visual Studio, VSCode

**Building / CI** GitHub Actions, Gitlab CI, Grunt, Gulp, npm, Travis CI, Webpack

**Testing** AVA, Chai, Jasmine, Karma, Mocha

**Education** **University of Wisconsin - Oshkosh** Graduated in 2014  
*Computer Science - Software Engineering* Bachelor of Science

**Open Source Development/Freelancing**

*Home Office / <https://github.com/seiyria>*

Ongoing  
Oshkosh, WI

- Maintain successful open source library with 3k+ stars, 27k+ users, and 100k+ weekly downloads
- Designed a fansite for a MMORPG, cataloging their information in an easy-to-digest fashion
- Experimented with making a custom, realtime game engine based on Deepstream
- Contributed documentation to Auth0 (topics: Angular2, Ionic)
- Created & designed an Idle RPG with 150-200 regular players (peak) and managed 30+ contributors
- Created & designed a full-stack mobile GPS-based RPG
- Created & designed an online bracket generation tool that gained popularity in several niches
- Created & designed a tool and DSL to help people create board/card games
- Created & designed a MORPG from scratch
- Created & designed PWAs for multiple board games to help better navigate their rules

**Architect / Principal Developer**

*Riveted Games*

Mar 2021-Current  
Remote

- Spearheaded design of blockchain gacha game; raised approx 1.5mil USD
- Initial game launch attracted approx. 1k people, which grew to over 1.28million over 2 months
- Lead team of 2 developers and a designer to make a content-driven application
- Designed a persistent browser-based game that raised approx. 20million USD
- Lead team of 3 developers and a designer to make a persistent browser-based game
- Lead team of 10+ fulltime developers working on various other applications
- Administrate Google Domains DNS for 6 projects and 40+ internal users
- Manage MongoDB Atlas instances for 3 projects
- Manage CI/CD pipelines/processes for app delivery using GitHub Actions, Netlify & Heroku
- Manage Netlify for 30+ projects of varying sizes and requirements
- Hire & manage team of developers, designers, writers, and artists for an ambitious strategy game

**Contract Angular/Ionic Developer**

Dec 2020-Mar 2021

*Maggie Games*

Remote

- Create a PWA to digitize a tabletop RPG
- Rally users and do market-fit testing for app
- Design & develop all interfaces based on a digital re-imagining of the tabletop system

**Contract Angular Developer**

Oct 2020-Feb 2021

*PwC (client: Wells Fargo)*

Remote

- Implement many interfaces according to design specifications
- Mentor teammates on Angular best practices
- Work to digitize many processes to improve productivity of those users

**Contract Angular/Ionic Developer**

Feb 2020-Jul 2020

*DrFirst*

Remote

- Help launch Backline telehealth solution near beginning of US COVID Crisis
- Push a final release for embeddable widget solution over the line for customers
- Precisely update a legacy product to have new features and a more modern design

**Contract Angular/Ionic Developer**

Feb 2020-Feb 2020

*Verve Commerce*

Remote

- Assist in internal refactoring of app
- Address performance problems to make app run more smoothly
- Fill in knowledge gaps to help re-architect app using NGXS
- Rewrite some internal code to use new storage solution

**Contract Angular/Ionic Developer**

February 2019-May 2019

*Perficient Digital*

Remote

- Regularly ship bugfixes for AAA Mobile app
- Implement new interfaces according to business specifications
- Focus on implementing a tool for users to submit insurance claims via the AAA Mobile app
- Improve developer processes to increase overall code quality

**Contract Information Architect I (Angular)**

June 2018-October 2018

*Webworld Technologies (WTI Solutions)*

Remote

- Architect core components to be utilized throughout the app
- Review code frequently to ensure correctness and catch obvious errors
- Iterate often to ensure shipped features meet requirements for 547th Intelligence Squadron leadership
- Refactor core components to make future maintainability easier

**Contract Angular/Ionic Developer**

May 2018-June 2018

*Trinity Integrated Solutions*

Remote

- Scaffold and architect an offline-first Ionic app to be handed off internally

**Contract Angular/Ionic Developer**

September 2017-March 2018

*Insight Global*

Remote

- Create an expense reporting app based on business requirements and existing API
- Coordinate with designer when possible to make sure app meets design standards
- Integrate with internal APIs and sort out needs for new app-specific APIs

**Contract Angular/Ionic Developer/Mentor**

August 2017-November 2017

*Mobiquity*

Remote

- Architect and design core components of AWS re:Invent 2017 app
- Mentor teammates on best TypeScript practices
- Work with tight deadlines to prepare app for weekly showcases to meet strict standards
- Frequently review pull requests to ensure code quality

**Contract Angular Developer**

January 2017-May 2017

*Red Hat*

Michigan, Remote

- Design and develop a semi-complex UI using Angular2 & Bootstrap4
- Conform to strict business rules whilst exhibiting creativity in design and information structure
- Upgrade the teams Angular knowledge from v1 to v2 (using presentations and pair programming)
- Write clean, maintainable code to hand over for further development and maintenance
- Improve existing process significantly from manually editing a database to using a thought-out UI

**Contract AngularJS Mentor**

August 2016-October 2016

*Silver Star Brands (f/k/a Miles Kimball)*

Oshkosh, WI

- Help the team understand concepts and paradigms related to Angular 1
- Integrate with existing development processes to help deliver updates to new site
- Guide the company with information about Angular, JavaScript, and other modern tools

**Contract Ionic Developer**

April 2016-July 2016

*PerBlue*

Remote

- Use Angular1, Ionic1, Firebase, and Cordova to create a messaging application for Android and iOS
- Dig deep on platform quirks and ensure consistency between Android and iOS
- Translate informal business requirements into technical implementations
- Create a customer service spam control & reporting interface

**Contract JavaScript Engineer**

November 2015-March 2016

*Top of Mind Networks*

Remote

- Use AngularJS to create interfaces
- Translate business requirements into functional interfaces
- Frequently go through design and business review processes to ensure correctness
- Help upgrade code from ES5 to ES6

**Contract JavaScript Engineer**

August 2015-November 2015

*Android Authority*

Remote

- Build a high-performance web-scraping tool and use AWS to run it periodically
- Use MeteorJS to create a web application

**JavaScript Engineer**

June 2014-August 2015

**JavaScript Developer Intern**

Sept 2013-May 2014

*VersiFit Technologies (internship, transition into full-time)*

Appleton, WI

- Use d3 / nv3 / highcharts to develop interesting data visualizations.
- Invent a new process to turn old applications into reusable module-like apps for a new framework.
- Innovate and design modern interfaces using Bootstrap and Angular based on existing requirements.
- Automate developer workflows using Grunt, Bower, npm, and Git.
- Manage internal Gitlab / developer linux server.
- Further the open-source presence of the company.