

<b>Programming Skills</b>	Angular 1/2+, Ant, Bash, Batch, Bootstrap 2/3/4/5, C#/MVC, CoffeeScript, Colyseus, Cordova, CSS/LESS/SCSS, CouchDB, d3, Deepstream, Dream Maker, Electron, Express, FeathersJS, Firebase, GraphQL, HTML/Pug, Hugo, Ionic 1/2+, Java, JavaScript, Jekyll, jQuery, knockout, Material, NestJS, Node, PhantomJS, Phaser, PHP, Python, React, Redux (NGXS), Socketcluster, SQL, Storybook, Swagger, TypeScript, Vue	
<b>Development Tools</b>	Git, Google Chrome, IntelliJ, MongoDB, npm, PostgreSQL, Terminal, UML, vim, Visual Studio, VSCode	
<b>Infrastructure</b>	Azure, Terraform	
<b>Building / CI</b>	Azure DevOps, GitHub Actions, Gitlab CI, Grunt, Gulp, npm, Travis CI, Webpack	
<b>Testing</b>	AVA, Chai, Jasmine, Jest, Karma, Mocha, Vitest	
<b>Education</b>	<b>University of Wisconsin - Oshkosh</b> <i>Computer Science - Software Engineering</i>	Bachelor of Science

## Work History

<b>Principal Vue Developer</b> <i>MCG Health</i>	Feb 2023-(current) Remote
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- Jointly architect company-wide component library in Storybook
- Aid in visual component design to streamline user experience
- Rework old interfaces to match updated visual designs
- Implement new component library in two internal applications
- Automate Azure architecture using Terraform

<b>Principal Architect/Developer</b> <i>Riveted Games</i>	Mar 2021-Nov 2022 Remote
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- Coordinate with executives to ensure all aspects of business were aligned on development goals
- Ensure software development budgets kept under control
- Spearheaded design of blockchain gacha game; raised approx 1.5million USD
- Initial game launch attracted approx. 1k people, which grew to over 1.28million over 2 months
- Designed a persistent browser-based game that raised approx. 20million USD
- Hire & manage team of developers, designers, writers, and artists for an ambitious strategy game
- Lead team of 2 developers and a designer to make a content-driven application
- Lead team of 3 developers and a designer to make a persistent browser-based game (PBBG)
- Lead team of 10+ fulltime developers working on various other applications
- Lead multiple Vue and Angular projects
- Administrate Google Domains DNS for 6 projects and 40+ internal users
- Manage MongoDB Atlas instances for 3 projects
- Manage Google workspace, emails, mailing lists, and other internal email infrastructure
- Manage CI/CD pipelines/processes for app delivery using GitHub Actions, AWS, Netlify & Heroku
- Manage Netlify for 30+ projects of varying sizes and requirements
- Manage onboarding/offboarding procedures for new employees
- Oversee Zendesk implementation to help users find information quickly
- Manage internal wiki to keep company resources organized

**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 (client: Amazon)*

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 (client: DTE Energy)*

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

**Open Source Development/Freelancing**

Ongoing

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

Oshkosh, WI

- Maintain successful open source library with 3k+ stars, 56k+ users, and 150k+ weekly downloads
- Designed a fansite for a MMORPG, cataloging their information in an easy-to-digest fashion
- 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