Dominic**Silva**

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Bachelor of Engineering Science
Stony Brook University, 2014

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EXPERIENCE

RESPONSIBILITIES

THE ANSWER COMPANY
Web Developer
September 2017
Current

- In charge of maintaining and scaling the company's site on a long term basis. This requires regularly collaborating with the web designer about new updates, ranging from content and styling to implementing new elements and features.
- Workloads are requested and delivered in batches and given a hard deadline. Some of the major improvements to the site include creating a new landing page template, expanding nav menu functionality, and rewriting and documenting much of the legacy code along the way.

TOOLS

HTML5 | CSS3 | Bootstrap
Javascript | Jquery
PHP
Photoshop | Illustrator
Zeplin
Trello

FREELANCE
Web Developer
March 2017
Current

- Built and delivered several working sites to clients ranging from small businesses to portfolios. Wordpress and PHP are frequently used for the backend with the frontend consisting of a mix of WP templates, Bootstrap, and HTML/CSS.
- In some cases I also act as a web designer and provide clients with mockups, prototypes, and custom elements.
- Development usually follows an agreed upon schedule and a hard deadline is set for completion.

HTML5 | CSS3 | Bootstrap
Javascript | Jquery
Gulp | Node.js
PHP
Photoshop | Illustrator
Marvel | Proto.io
WinSCP | FileZilla
Layers | Beaver Builder

VIEWTRADE/ ORBIS FINANCIAL
Full Stack Engineering Intern
September 2016
February 2017

- Retrofitted company's backoffice system by redesigning the UI while also updating and improving legacy code.
- Implemented a more intuitive data visualization feature for main web platform. This was done in the form of a custom pop-out chart for ETF data.
- Created more dynamic web pages by taking advantage of JSPs action and custom tags. This improved load times and provided a way of encapsulating code functionality.

HTML5 | CSS3 | Bootstrap
Javascript | Prototype.js
Java | JSP | Stripes
PHP | Drupal
MySQL | MongoDB
Subversion
Maven | Gradle

PROJECTS

DEVELOPED

Unity Game Development

- A collection of classic remakes for desktop and Android mobile devices built in 2D and 3D environments. I intentionally avoided pre-existing assets and popular libraries in an effort to create them myself and learn about the process.
- Currently working on my own 2D arena fighter and creating everything from the ground up.

LEARNED

Component based architecture, Monodeveloper API, animator & animations, 2D/3D physics, asynchronous programming, coroutines, state machine design, unit testing, level management

Early Game Development

- Several 2D arcade games using Python, C#, and Java. These games were all developed without using a pre-existing game engine and were instead built with my own.
- Developed an understanding of how to build a general architecture for a game and what core features tend to overlap among different ones.

Game design patterns, game mechanics, graphics rendering, 2D physics, collider detection, input handling, vector math, simple AI, asset creation

Personal Website

- A personal website to showcase photography & projects portfolios using a RESTful backend. My goal was to design and build the site from the ground up.
- Avoided the common daily blogger design and instead implemented a very minimalistic one that evoked a sense of exploration and character.

Frontend/backend relationship, server setup, JSON, AJAX, DOM, web design principles, project development cycle and upkeep, iterative development

RECOGNITION & AWARDS

2014 | Stony Brook University
Novelty and application of senior design project

2014 | Solar Splash Inc.
Intercollegiate Solar Boat World Champions

2011 | Stony Brook University
Best design for most energy efficient/ergonomic quad building