

# DominicSilva

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Bachelor of Engineering  
Engineering Science  Stony Brook University  
August 2014

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## EXPERIENCE

**THE  
ANSWER  
COMPANY**  
Web Developer  
September 2017  
Current

### RESPONSIBILITIES

I'm in charge of maintaining and scaling the company's site on a long term basis. I regularly collaborate with the web designer about new changes that need to be made, ranging from updating content and styling to implementing new elements and features. Workloads are usually requested and delivered in batches and given a soft deadline. Currently, I'm in the process of breaking up some of the denser pages into more logical sub-sections via a central hub as well as rewriting some of the legacy code.

### TOOLS

HTML5 | CSS3 | Javascript  
Bootstrap | JQuery  
PHP  
Photoshop | Illustrator  
Zeplin

**FREELANCE**  
Web Developer  
March 2017  
Current

I've built and delivered several working sites to clients ranging from small businesses to personal sites. I prefer to work as closely to clients as possible whether in the form of meeting up to discuss designs or carrying out development in their presence. Design and features are determined based on personal and business needs and a hard deadline is usually set. Currently, I'm focusing on local businesses and artists who are trying to get discovered in the NYC community.

HTML5 | CSS3 | Javascript  
Bootstrap | JQuery  
PHP  
Photoshop | Illustrator  
WinSCP | FileZilla  
Layers | Beaver Builder

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

I retrofitted the company's backoffice system by redesigning the UI while also updating and making general improvements to legacy code. I also implemented a more intuitive data visualization feature for the company's main web platform. This was done in the form of a custom pop-out chart for ETF data. My most valuable effort was creating 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 | Javascript  
Bootstrap | Prototype  
Java | JSP | Stripes  
PHP | Drupal  
MySQL | MongoDB  
Subversion  
Maven | Gradle

## PROJECTS

**Unity Game  
Development**

### DEVELOPED

A collection of classic remakes for desktop and mobile devices built in both 2D and 3D environments. These projects were my first introduction into developing with a game engine and bridged the gap between the crude engines I had developed in previous projects. Currently I'm working on my own 2D platformer.

### LEARNED

Component based architecture,  
Monodeveloper API, animator &  
animations, 2D/3D physics, sound  
mixing, sorting/collision layers,  
unit testing, scene 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. This helped me understand how to develop a general architecture and what core features tend to overlap among different games.

Basic game design patterns &  
mechanics, user interaction,  
simple AI, graphics rendering,  
game physics, collider 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. I 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  
and ergonomic quad building