

stephenjcorwin@gmail.com | 919.478.1889

Stephen Corwin – Senior Software Engineer

- 13+ years of experience as a software engineer in various industries
- JavaScript enthusiast with a focus on front-end technologies
- Trained and mentored several front-end engineers
- Published several open-source modules on GitHub and NPM
- Maintainer of [@react-three/fiber](#) and its community [discord server](#)

Skills / Tools

- Programming Languages – JavaScript, TypeScript, HTML, CSS
- Frameworks and Libraries – React, Redux, Node.js, Express, Styled Components, Three.js, React Three Fiber (@react-three/fiber), Threads.js, Storybook
- Architectural Patterns – Model View Controller, Server Side Rendering, Finite State Machine, Multi-threading
- Methodologies – Agile, Scrum, Cross-platform Development, Object-Oriented Programming, Functional Programming
- Automation Software – Webpack, Jest, Jenkins, GitHub Actions, GitLab Pipelines, Amazon Web Services
- Graphics Editors – Figma, Sketch, Balsamiq Mockups, Adobe Illustrator, Adobe Photoshop

Education

ECPI University, VA Beach, VA

Bachelor of Science, Simulation and Game Programming: July 2013

Experience

Zillow, Seattle, WA

Senior Software Engineer: March 2021 – Present

- Developed interactive 3D panoramic scene viewer
- Implemented custom shaders to support smooth transitions between panos
- Maintained floor plan viewer and its systems
- Triaged and resolved on-call production support requests

Kensho, Tyson's Corner, VA

Senior Software Engineer: April 2018 – March 2021

- Developed geopolitical analysis platform
- Migrated existing codebase to TypeScript from JavaScript
- Hardened the product with both unit and integration tests

- Developed Visallo which is a platform that provides investigative link and geospatial analysis
- Developed marketing websites
- Integrated analytics tools into existing products
- Developed PDF viewer

Under Armour, Baltimore, MD

Senior Software Engineer: June 2017 – March 2018 (Short Term Contract)

- Developed site manager portal which housed tooling used by customer service representatives
- Migrated existing LESS styling to use Styled Components
- Developed API and Service endpoints
- Integrated Auth0 flow into the site manager portal

RainKing Solutions, Bethesda, MD

Senior Software Engineer: February 2017 – June 2017 (Short Term Contract)

- Developed pages and components to support a new major release for their platform
- Migrated existing platform to AngularJS (v2.0)
- Collaborated with another consulting agency to communicate design requests and revisions

Becton Dickinson, Reston VA

Front-End Engineer: July 2016 – February 2017 (Short Term Contract)

- Performed code reviews and provided technical analysis
- Developed and integrated a medical hybrid application with bluetooth pairing, bluetooth printers, and barcode scanners

Acuity Systems LLC, Herndon, VA

UI Developer: March 2016 – July 2016 (Short Term Contract)

- Designed wireframes and mockups
- Developed Node.js API which integrated with Web Portal with MicroStrategy Intelligence Server
- Integrated Web Portal with GSA common components

Folio Investing, McLean, VA

UI Developer: March 2015 – March 2016

- Developed investing platform application
- Developed an SVG signature pad for JSP templates and ported it as an Angular directive
- Designed wireframes and mockups
- Designed and implemented a new account opening path

Millennial Media, Baltimore, MD

Web Developer: February 2014 – March 2015

- Extended the capabilities of the existing CMS by creating modules and templates
- Integrated Smartling as a multilingual translation solution
- Developed IOS and Android mobile applications

- Developed event portal that enables users to create RSVP and information landing pages
- Developed marketing campaign websites

BLDG-25, Durham, NC

Web Developer: August 2013 – February 2014

- Developed a Unity 3D virtual simulation for a real estate company
- Developed UI visualizations (charts, graphs, etc)
- Developed an e-learning web application for Blue Cross Blue Shield of Louisiana

System Technologies Advanced Research, VA Beach, VA

Software Engineer: November 2012 – July 2013

- Developed a Unity 3D virtual simulation of the US Battleship Wisconsin for the Nauticus museum in Norfolk, VA
- Developed IOS and Android mobile applications
- Developed sound software for the Raspberry Pi which interfaced with IO hardware modules