Kyle McArthur

📍 **Australia**
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EXPERIENCE

Full Stack Developer | Self employed

June 2017 - Present

Project – Coffee data graphing
https://teerzo-coffee.netlify.com

- Created coffee data collection tool to graph together my personal coffee expenditure
- API endpoint developed using Serverless and Express hosted on AWS Lambda
- Frontend developed with React and D3.JS hosted on Netlify for continuous deployment builds from github

Project – BTX Data

https://teerzo.github.io/btx-data-demo/

- Created Botox injection heatmap tool for Neurologists to share their injection knowledge with others
- Developed using React and Webpack, with D3.JS to create the heatmap mapped to images presenting the human face
- Botox injection data and display on a D3.JS Built an API endpoint using Serverless and Express hosted on AWS Lambda to provide data to frontend
- Developed additional React site to manage and process large JSON file uploads to server
- Worked on site at Lead Neurologist's practice to obtain direct feedback

Project – Bowelprep

https://bowelprep.net/

- Developed an API endpoint using Serverless and Express for a WordPress site which allows doctors to add patients to a scheduled SMS system detailing them about specific times they should be taking their medication or preparation kits
- Added JavaScript forms and dynamic HTML content to WordPress site using Shortcoder plugin
- Visited SMS service provider onsite with Project Manager for meetings and troubleshooting

Project – SVDK

- Developed AngularJS prototype for Seqirus Australia which allows doctors and vets to start a timed session that guides them through the steps required to filter and dilute a poison or venom sample to determine its type
- Implemented a timed slideshow like feature which calculates the result based on button inputs and the time elapsed

SKILLS

HTML, CSS, JS, C#, C++

React, Angular JS, Angular 4,

Node.js, NPM, webpack, Grunt, Gulp, yarn

ThreeJS, D3.JS, WebGL, OpenGL, Express

Github, bitbucket, perforce,

Cosmic JS, AWS Lambda, AWS s3, AWS DynamoDB, AWS Ec2

Photoshop, Illustrator, Premiere, Autodesk Maya, Cinema 4D, Unity

3D/Frontend Developer | Interact Technology, Sydney
May 2016 - April 2018

1. Developed AngularJS frontend site for Pfizer Australia to sort and display Pfizer drug product stock listings
2. Designed and developed AngularJS suite of tools for hospital staff at the Alfred Hospital to share useful documents and contact information
3. Developed AngularJS dropbox like file management site using CMS Cosmic JS to store files and provide API endpoints
4. Developed many jQuery and AngularJS single page sites for pharmaceutical companies, medical societies and other medical related events around Australia

Frontend Developer Contractor | Interact Technology, Sydney
April 2015 - May 2016

- Designed and maintained ThreeJS 3D visualizer for Vertex UK and USA that renders a interactable 3D model of a protein with a cystic fibrosis mutation

- Creation of multitude of HTML forms called "Smart Forms" developed for the myInteract iOS/Android platform designed to replace and reduce the large amount of paper forms printed for doctors and patients

- Prototyped and developed many features for the myInteract platform that would later be integrated into the apps via native code

- Developed the Allergan Incentive calculator that is used by Sales Representatives across a multitude of their departments to forecast their targets and salary bonuses

EDUCATION

Academy of Interactive Entertainment (AIE), Sydney — *Advanced Diploma of Professional Game Development (Programming)*

February 2014 - December 2015

Video game based programming and design skills, using languages and technologies such as C++, C#, Javascript, OpenGL, WebGL, Unity, Unreal Engine, Photoshop, Perforce, Github

TAFE, Hornsby — *Certificate IV, Programming (Video Games Design), Computer Programming*

March 2012 - December 2012

Video game programming, C++, Game maker

Academy of Interactive Entertainment (AIE), Sydney — *Advanced Diploma of Professional Game Development (3D Art)*

June 2010 - December 2011

Video game and Film 3D Art, 2D Art and design skills, Using software such as Autodesk Maya, Photoshop, Unity