

Adam Sherwood

SOFTWARE ENGINEER

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WORK EXPERIENCE

- 2021 Jan - **Roam Research, Inc**
2021 May *Software Engineer*
- Built and prototyped UI/UX components to support novel knowledge management workflows.
 - Wrote and refactored Clojure(Script) to be more idiomatic and maintainable.
- 2019 Oct - **Deseret Digital Media**
2020 Dec *Software Engineer*
- Worked closely with cross-functional teams to design and implement the software and interfaces for an entirely new business model.
 - Consolidated user flows to facilitate more maintainable, performant, and reliable software.
 - Built dashboards for customer service, analytics, and stake holders.

EDUCATION

- 2017 Oct - **Master of Arts: Sculpture**
2019 Jun *Royal College of Art - London, UK*

PROJECTS

ReconJS

Statically analyzes JavaScript for dangerous code
github.com/theSherwood/ReconJS

7 GUIs

Implementations of the 7 GUIs benchmark in multiple frameworks
github.com/theSherwood/7_GUIs

RegexXP

A web app for solving, creating, and sharing regex puzzles
github.com/theSherwood/RegexXP

Mentat

4 TiddlyWiki plugins that provide an OS-style windowed interface
github.com/theSherwood/Mentat

UI Libraries

A light-weight, fast, and easy to use context api for Sinuous
github.com/theSherwood/sinuous-context
Scoped styles for Sinuous à la styled-jsx
github.com/theSherwood/sinuous-style
2-way element bindings for Sinuous
github.com/theSherwood/sinuous-bind
Hiccup-inspired view syntax for Sinuous
github.com/theSherwood/sinuous-frame

SKILLS

JavaScript
Clojure(Script)
HTML
CSS
React
Svelte
Sinuous