ANDREW NYSTROM

Software and Web Developer and 3D Generalist

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Location | Cary, NC

Website | www.nye-tek.com

To obtain a challenging position as a Software, Web or 3D Developer where I can utilize my skills and comprehensive work experience developing applications in PHP, HTML5, MySQL, C#, AngularJS, Java and 3DS Max. Please visit my website for a complete list of clients and best projects.

PERSONAL PROFILE

- I'm enthusiastic, self-motivated and adept at learning new technologies.
- I have either led or assisted with the programming of many different projects on many different platforms.
- I enjoy being a mentor to junior programmers. I encourage and enforce best practices for programming conventions, code documentation and communication.
- I have great attention to detail that was appreciated by both my high-profile and small, local clients.
- As the Lead Developer for Train of Thought Marketing, I played a crucial role in standardizing the way that the company conducts its programming.
- I've been trained by strict mentors and employers in the programming field. I've continually maintained high standards and I'm proud of my code quality.

PROFESSIONAL SKILLS & TOOLS

- 3DS Max
- After Effects
- PHP
- MySQL
- Photoshop
- IntelliJ IDEA
- Unity3D
- Basecamp
- C#
- SourceTree
- Premiere
- Edge Animate
- JavaScript
- JIRA
- Bootstrap
- Responsible Web Development
- Xcode
- Dreamweaver
- AngularJS
- Java
- Object-Oriented Programming
- Project Management
- SCORM
- Inorganic and Organic 3D Modeling
- UVW Mapping/Texturing
- 3D Animation
- Procedural Material Creation

CAREER ACHIEVEMENTS

LEAD DEVELOPER
October 2015 – Present

Train of Thought Marketing, Inc.,

Cary, NC

(www.totmarketing.com)

As the Lead Developer for Train of Thought Marketing, I am responsible for all programming throughout the company. I created the programming standards and software development policies for the company.

I am responsible for the architecture, development and continued implementation of the SCORM package framework that TOT uses to create e-learning content for LG Electronics and ZTE. I was the sole programmer for the project and it is projected to be used around one million times by the end of 2017.

I also create On Device Demos for ZTE that run on their Android devices and help other members of the team with various 3D and video projects. I spend my down time researching Java, AngularJS and Maya.

LEAD DEVELOPER
February 2012 – October 2015

Immersion Media, Inc.,

Fayetteville, NC

(www.imsports.com)

- As the Lead Developer for Immersion Media, it was my responsibility to maintain existing projects, assign tasks for the junior developers and create high-quality code. This particular role applied to both the web development side of Immersion as well as the simulation side. I managed nearly every programming project throughout the development cycle. I coordinated communication between the client, our project managers, other developers and the CEO of Immersion. I also enjoyed interviewing potential hires.

- As the Lead 3D Developer for Immersion Media, it was my responsibility to create high-quality 3D assets for our games, simulations and animations. I've delivered great work for Verizon Wireless, Lowe's Home Improvement, Carolina Biological, the United States Army Special Operations Command and more. I managed every 3D project for Immersion since 2013.

- As one of the two Lead Project Managers for Immersion Media, it was my responsibility to ensure that my projects were developed smoothly and delivered on time. I've managed three projects for Verizon Wireless, two projects for the NFL, two projects for Carolina Biological and many more. While Immersion's project management system was unorthodox, all of my Verizon projects (and a few others) were managed using the AGILE work-flow.

- Additionally, I managed all 3D motion capture sessions, hardware installations, software licensing and hosting accounts for Immersion Media.

- I was invited to be a board member for the Computer Programming Advisory Committee for Fayetteville Technical Community College in 2015. I represent programmers for both Immersion Media and the public business sector of the Fayetteville region. I continue to serve on the board and advise on the programming curriculum for the college. Please feel free to request a copy of the confirmation letter from the president of FTCC.

JUNIOR DEVELOPER

December 2011 – February 2012

Immersion Media Inc.

Fayetteville, NC

(www.imsports.com)

- Executed minor web updates to existing websites that were under Immersion Media's span of control.
- Executed minor updates to existing HTML emails for Cricket Wireless.
- Created emails for Cricket Wireless using HTML and in-line CSS.
- Created high-quality 3D models and textures for Fayetteville State University.

LEAD DEVELOPER

September 2010 – November 2011

BrainBox Development Inc.,

Fayetteville, NC

(www.brainboxdev.com)

- As the Lead Developer for BrainBox Development, I was responsible for creating high-quality websites for our clients. My main focus at this job was front-end development (HTML/CSS/MooTools). When necessary, I maintained the back-end of these websites using ASP.NET and MySQL. I also co-authored an HTML5 mobile application for Android and iOS using PhoneGap. I was also responsible for application deployment for that particular project.
- As a Web Administrator for BrainBox Development, I was responsible for setting up new websites for our clients using IIS 6.0, inserting the appropriate records into our Domain Name Servers and configuring our clients email account in our Windows Mail Server. I also set up reseller accounts in our Linux server (DirectAdmin) on occasion.
- As the Lead 3D Developer for BrainBox Development, I was responsible for creating high-quality animations and 3D assets for our simulations and other projects. The majority of these assets were implemented in Unity3D. Programming was written in JavaScript.
- I was also a Project Manager for BrainBox Development and I managed between 4-6 projects at a time.

EDUCATION

FAYETTEVILLE TECHNICAL COMMUNITY COLLEGE

Certification in Virtual Simulation with a focus in Interactive 3D Technology

Awarded in 2010.

REFERENCES

All reference letters and contact information provided from the great people I've worked with are available upon request.