

Cary Meskell

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github.com/veryscarycary



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SKILLS

Strong: Javascript, Node, Express, jQuery, React, Redux, AngularJS, MongoDB, SQL, HTML5, CSS3, Sass, Git, Jasmine

Experienced: Typescript, Angular, React Native, Ruby, Sinon, Grunt, Gulp

PROFESSIONAL EXPERIENCE

Mitchell International, *Software Development Engineer*

San Diego, CA • 2017-2018

- Increased number of reusable AngularJS components implemented in products by 10%
- Rearchitected legacy views to be mobile-first responsive to improve UX for fastest growing user segment
- Designed atomic building blocks and defined pattern standards to create a consistent, unified UI and brand
- Maintained Mitchell component library, style library, and icon font library to serve internal developers scalable assets
- Wrote Jasmine unit tests and Protractor end-to-end tests to promote extensibility and reduce technical debt
- Rewrote directives into AngularJS 1.6 Typescript components to leverage isolate scoping and static typing
- Presented tech talks to educate full-stack developers on front-end best practices
- Conducted A/B testing during usability research to validate and refine customer-facing assets

SOFTWARE ENGINEERING PROJECTS

Athena, Software Engineer | <https://github.com/veryscarycary/athena>

Intelligent knowledge-base platform

- Extended React-router and Redux to enable role-based authorization in each of the views
- Built front-end UI with Bootstrap and CSS3 to deliver a visually pleasing and intuitive experience
- Leveraged D3 in React-friendly patterns to display real-time metrics of relational data
- Optimized database queries with Bluebird promises for efficient and maintainable queries

Flash!, Software Engineer | https://youtu.be/DsaD_E_09XQ

Geolocation-focused event planning mobile app

- Introduced new schema relationships and table architecture with Sequelize ORM to personalize the creation and association of event data in the MySQL database
- Architected RESTful API with Node and Express for scalability and extensibility
- Generated geographically relevant images from Instagram's API to improve event discovery experience

Frenemies, Software Engineer | <https://github.com/veryscarycary/greenfield-1>

Multiplayer, online game inspired by Ice Climbers on the NES

- Implemented player-tracking using Socket.io to stream real-time, dynamic interactions between players
- Leveraged the Phaser.io library with Angular to generate physics and graphics that persisted from level to level
- Enabled one-click authentication of guests with Facebook's Passport authorization to streamline login/signup workflows

To-Go, Software Engineer | <https://github.com/veryscarycary/mvp>

Full-stack wish list app

- Enabled users to seamlessly navigate the front-end with React's modular, component-based framework
- Established a persistent wish list via usage of Mongoose ORM and MongoDB
- Enhanced user experience by utilizing Yelp's API to integrate rich restaurant data into the wish list

EDUCATION

University of California, San Diego | *Bachelor of Science in Management Science*

La Jolla, CA • 2013

- Areas of Study: Operations Research, Linear Algebra, Calculus, Game Theory

PERSONAL

World traveler. Beach lover. Avid Gamer. Wannabe body-builder. Dog whisperer. Guitar jammer. Weekend DIY'er.