

Education **University of Wisconsin - Oshkosh** Graduated in 2014
Computer Science - Software Engineering Bachelor of Science

Programming Skills Ant, Bash, Batch, C#/MVC, CSS/LESS/SCSS, Dream Maker, HTML/Pug, Java, JavaScript (*including Angular 1/2+, Bootstrap 3/4, CoffeeScript, Cordova, d3, Deepstream, Electron, Express, ES6/ES7, Firebase, Ionic 1/2+, jQuery, knockout, Node, PhantomJS, Phaser, and TypeScript*), MongoDB, PHP, Python, SQL

Development Tools Atom, Eclipse, Git, Google Chrome, IntelliJ (mostly Webstorm), npm, Sublime Text, Terminal/PuTTY, vim, Visual Studio, VSCode

Building / CI Gitlab CI, Grunt, Gulp, npm, Travis CI, Webpack

Testing AVA, Chai, Jasmine, Karma, Mocha

Open Source Development/Freelancing Ongoing
Home Office Oshkosh, WI

- Program open source software (games, applications, libraries): <https://github.com/seyiria>
- Maintain a successful open source project with 2500+ stars
- Designed a fansite for a MMORPG, cataloging their information in an easy-to-digest fashion
- Experimented with making a custom, realtime game engine based on Deepstream
- Contributed documentation to Auth0 (topics: Angular2, Ionic)
- Created & designed an Idle RPG with 150-200 regular players (peak) and managed 30+ contributors
- Created & designed a full-stack GPS-based Ionic-based RPG
- Created & designed an online bracket generation tool that gained popularity in several niches
- Created & designed an Ionic app for Tabletop.Events to better connect with their community
- Created & designed a tool to help people create board/card games using a simple DSL
- Created & designed a MORPG from scratch
- Created & designed a PWA for a board game to help better navigate it's rules

Ionic Consultant May 2018-June 2018
Trinity Integrated Solutions Remote

- Scaffold and architect an offline-first Ionic app to be handed off internally

Ionic Consultant September 2017-March 2018
Insight Global Remote

- Create an expense reporting app based on business requirements and existing API based on prior app
- Coordinate with designer when possible to make sure app meets design standards
- Integrate with internal APIs and sort out needs for new app-specific APIs

Ionic Consultant/Mentor August 2017-November 2017
Mobiquity Remote

- Architect and design core components of AWS re:Invent 2017 app
- Mentor teammates on best TypeScript practices
- Work with tight deadlines to prepare app for weekly showcases to meet strict standards
- Frequently review pull requests to ensure code quality

JavaScript Consultant*Red Hat*

January 2017-May 2017

Michigan, Remote

- Design and develop a semi-complex UI using Angular2 & Bootstrap4
- Conform to strict business rules whilst exhibiting creativity in design and information structure
- Upgrade the teams Angular knowledge from v1 to v2 (using informative presentations and pair programming)
- Write clean, maintainable code to hand over for further development and maintenance
- Improve existing process significantly from manually editing a database to using a thought-out UI

Contract Angular Mentor*Silver Star Brands (f/k/a Miles Kimball)*

August 2016-October 2016

Oshkosh, WI

- Help the team understand concepts and paradigms related to Angular 1
- Integrate with existing development processes to help deliver updates to new site
- Guide the company with information about Angular, JavaScript, and other modern development tools

Contract Ionic Developer*PerBlue*

April 2016-July 2016

Remote

- Use Angular1, Ionic1, Firebase, and Cordova to create a messaging application for Android and iOS
- Dig deep on platform quirks and ensure consistency between Android and iOS
- Translate informal business requirements into technical implementations
- Create a customer service spam control & reporting interface

Contract JavaScript Engineer*Top of Mind Networks*

November 2015-March 2016

Remote

- Use AngularJS to create interfaces
- Translate business requirements into functional interfaces
- Frequently go through design and business review processes to ensure correctness
- Help upgrade code from ES5 to ES6

Contract JavaScript Engineer*Android Authority*

August 2015-November 2015

Remote

- Build a high-performance web-scraping tool and use AWS to run it periodically
- Use MeteorJS to create a web application

JavaScript Engineer**JavaScript Developer Intern***VersiFit Technologies (internship, transition into full-time)*

June 2014-August 2015

Sept 2013-May 2014

Appleton, WI

- Use d3 / nvD3 / highcharts to develop interesting data visualizations.
- Invent a new process to turn old applications into reusable module-like apps for a new framework.
- Innovate and design modern interfaces using Bootstrap and Angular based on existing requirements.
- Automate developer workflows using Grunt, Bower, npm, and Git.
- Manage internal Gitlab / developer linux server.
- Further the open-source presence of the company.

.NET Developer Intern

LoanSifter (summer internship)

June 2013-Sept 2013

Appleton, WI

- Spearheaded the creation of a WebAPI project to unify the companys web services.
- Worked on the main website of the company using Javascript/CSS/HTML.
- Coded internal apps using C#.NET and VB.NET.
- Automated repetitive tasks to create a release manifest with Team Foundation Server.

Web Developer

Management Information Office / Reeve Memorial Union

Jan 2012-May 2013

Oshkosh, WI

- Created new web apps for the student portal on behalf of Reeve Union.
- Worked with Reeve Union to update old web apps.
- Developed a calendar system that utilizes Google Apps Spreadsheets.
- Architected an internal CMS to digitalize a previously paper-intense process.
- Made a web application that allows students to more easily read school transcripts.