
Programming Skills	Angular, Bootstrap, C#, Cordova, CSS/LESS/SCSS, Electron, Express, Firebase, GraphQL, HTML, Ionic, Java, JavaScript, Jekyll, Material, NestJS, Node, React, SQL, TypeScript, Vue
Development Tools	Git, Google Chrome, IntelliJ, MongoDB, npm, PostgreSQL, Terminal, UML, vim, Visual Studio, VSCode
Infrastructure	Azure, Terraform
Building / CI	Azure DevOps, GitHub Actions, Gitlab CI, Grunt, Gulp, npm, Travis CI, Webpack
Testing	AVA, Chai, Jasmine, Jest, Karma, Mocha, Vitest
Education	University of Wisconsin - Oshkosh <i>Computer Science - Software Engineering</i> Bachelor of Science

Work History

Principal Vue Developer Feb 2023-Apr 2024
MCG Health Remote

- Jointly architect company-wide component library in Storybook with Vue
- Aid in visual component design to streamline user experience
- Rework old interfaces to match updated visual designs
- Implement new component library in two internal applications
- Improve developer efficiency and productivity by creating pull request previews feature for Azure
- Automate Azure architecture using Terraform

Principal Architect/Developer Mar 2021-Nov 2022
Riveted Games Remote

- Coordinate with executives to ensure all aspects of business were aligned on development goals
- Ensure software development budgets kept under control
- Spearheaded design of gacha game; raised approx 1.5million USD
- Initial game launch attracted approx. 1k people, which grew to over 1.28million over 2 months
- Designed a persistent browser-based game that raised approx. 20million USD
- Hire & manage team of developers, designers, writers, and artists for an ambitious strategy game
- Lead team of 2 developers and a designer to make a content-driven application
- Lead team of 3 developers and a designer to make a persistent browser-based game (PBBG)
- Lead team of 10+ fulltime developers working on various other applications
- Lead multiple Vue and Angular projects
- Administrate Google Domains DNS for 6 projects and 40+ internal users
- Manage MongoDB Atlas instances for 3 projects
- Manage Google workspace, emails, mailing lists, and other internal email infrastructure
- Manage CI/CD pipelines/processes for app delivery using GitHub Actions, AWS, Netlify & Heroku
- Manage Netlify for 30+ projects of varying sizes and requirements
- Manage onboarding/offboarding procedures for new employees
- Oversee Zendesk implementation to help users find information quickly
- Manage internal wiki to keep company resources organized

Contract Angular/Ionic Developer

Dec 2020-Mar 2021

Maggie Games

Remote

- Create a PWA using Ionic/Angular to digitize a tabletop RPG
- Rally users and do market-fit testing for app
- Design & develop all interfaces based on a digital re-imagining of the tabletop system

Contract Angular Developer

Oct 2020-Feb 2021

PwC (client: Wells Fargo)

Remote

- Implement many interfaces according to design specifications
- Mentor teammates on Angular best practices
- Work to digitize many processes to improve productivity of those users

Contract Angular/Ionic Developer

Feb 2020-Jul 2020

DrFirst

Remote

- Help launch Backline telehealth solution near beginning of US COVID Crisis
- Push a final release for embeddable widget solution over the line for customers
- Precisely update a legacy product to have new features and a more modern design

Contract Angular/Ionic Developer

Feb 2020-Feb 2020

Verve Commerce

Remote

- Assist in internal refactoring of app
- Address performance problems to make app run more smoothly
- Fill in knowledge gaps to help re-architect app using NGXS
- Rewrite some internal code to use new storage solution

Contract Angular/Ionic Developer

February 2019-May 2019

Perficient Digital

Remote

- Regularly ship bugfixes for AAA Mobile app
- Implement new interfaces according to business specifications
- Focus on implementing a tool for users to submit insurance claims via the AAA Mobile app
- Improve developer processes to increase overall code quality

Contract Information Architect I (Angular)

June 2018-October 2018

Webworld Technologies (WTI Solutions)

Remote

- Architect core components to be utilized throughout the app
- Review code frequently to ensure correctness and catch obvious errors
- Iterate often to ensure shipped features meet requirements for 547th Intelligence Squadron leadership
- Refactor core components to make future maintainability easier

Contract Angular/Ionic Developer

May 2018-June 2018

Trinity Integrated Solutions

Remote

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

Contract Angular/Ionic Developer

September 2017-March 2018

Insight Global

Remote

- Create an expense reporting app based on business requirements and existing API
- 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

Contract Angular/Ionic Developer/Mentor

August 2017-November 2017

Mobiquity (client: Amazon)

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

Contract Angular Developer

January 2017-May 2017

Red Hat (client: DTE Energy)

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 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

Open Source Development/Freelancing

Ongoing

Home Office / <https://github.com/seyiria>

Oshkosh, WI

- Maintain successful open source library with 3k+ stars, 56k+ users, and 150k+ weekly downloads
- Designed a fansite for a MMORPG, cataloging their information in an easy-to-digest fashion
- Created & designed an Idle RPG with 150-200 regular players (peak) and managed 30+ contributors
- Created & designed a full-stack mobile GPS-based RPG
- Created & designed an online bracket generation tool that gained popularity in several niches
- Created & designed a tool and DSL to help people create board/card games
- Created & designed a MORPG from scratch
- Created & designed PWAs for multiple board games to help better navigate their rules