

**Programming Skills** JavaScript, TypeScript, Angular, Tailwind, Storybook, Vitest, Bootstrap, C#, Cordova, CSS/LESS/SCSS, Electron, Express, Firebase, GraphQL, HTML, Ionic, Java, Jekyll, Material, NestJS, Node, React, SQL, Vue, AVA, Chai, Jasmine, Jest, Karma, Mocha

**Development Tools** VSCode, npm, MongoDB, Git, Google Chrome, IntelliJ, PostgreSQL, Terminal, UML, vim, Visual Studio

**Building / CI** Vite, GitHub Actions, npm, Gitlab CI, Azure DevOps, Grunt, Gulp, Travis CI, Webpack, Azure, Terraform

## Work History

**Lead Full Stack Developer** Jul 2024-Current  
*Panoptyc* Remote

- Design and create internal component library using Storybook to streamline UI/UX development
- Establish paradigms for effective Angular frontend development to maximize developer productivity
- Redesign frontend application user interfaces to improve user experience & consistency
- Established design meetings to regularly talk about UI/UX with product & engineering teams
- Regularly audit Figma designs to ensure a consistent UI/UX in component usage
- Implement CI/CD pipelines to ensure application stability
- Bring in approx. 70k MRR due to client satisfaction
- Improve load times across app by 50-80% on average

**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 CI/CD pipelines/processes for app delivery using GitHub Actions, AWS, Netlify & Heroku
- Manage Netlify for 30+ projects of varying sizes and requirements

<b>Contract Angular/Ionic Developer</b> <i>Magpie Games</i>	Dec 2020-Mar 2021 Remote
<ul style="list-style-type: none"> <li>• Create a PWA using Ionic/Angular to digitize a tabletop RPG</li> <li>• Rally users and do market-fit testing for app</li> <li>• Design &amp; develop all interfaces based on a digital re-imagining of the tabletop system</li> </ul>	
<b>Contract Angular Developer</b> <i>PwC (client: Wells Fargo)</i>	Oct 2020-Feb 2021 Remote
<ul style="list-style-type: none"> <li>• Implement many interfaces according to design specifications</li> <li>• Mentor teammates on Angular best practices</li> <li>• Work to digitize many processes to improve productivity of those users</li> </ul>	
<b>Contract Angular/Ionic Developer</b> <i>DrFirst</i>	Feb 2020-Jul 2020 Remote
<ul style="list-style-type: none"> <li>• Help launch Backline telehealth solution near beginning of US COVID Crisis</li> <li>• Push a final release for embeddable widget solution over the line for customers</li> <li>• Precisely update a legacy product to have new features and a more modern design</li> </ul>	
<b>Contract Angular/Ionic Developer</b> <i>Verve Commerce</i>	Feb 2020-Feb 2020 Remote
<ul style="list-style-type: none"> <li>• Assist in internal refactoring of app</li> <li>• Address performance problems to make app run more smoothly</li> <li>• Fill in knowledge gaps to help re-architect app using NGXS</li> <li>• Rewrite some internal code to use new storage solution</li> </ul>	
<b>Open Source Development/Freelancing</b> <i>Home Office / <a href="https://github.com/seiyria">https://github.com/seiyria</a></i>	Ongoing Appleton, WI
<ul style="list-style-type: none"> <li>• Maintain successful open source library with 3k+ stars, 56k+ users, and 150k+ weekly downloads</li> <li>• Created &amp; designed a MORPG from scratch</li> <li>• Designed a fansite for a MMORPG, cataloging their information in an easy-to-digest fashion</li> <li>• Created &amp; designed an Idle RPG with 150-200 regular players (peak) and managed 30+ contributors</li> <li>• Created &amp; designed a tool and DSL to help people create board/card games</li> <li>• Created &amp; designed PWAs for multiple board games to help better navigate their rules</li> <li>• Crafted multiple tools to increase user utility &amp; engagement for board game rule &amp; card browsing</li> </ul>	
<b>Contract Angular/Ionic Developer</b> <i>Perficient Digital</i>	February 2019-May 2019 Remote
<b>Contract Information Architect I (Angular)</b> <i>Webworld Technologies (WTI Solutions)</i>	June 2018-October 2018 Remote
<b>Contract Angular/Ionic Developer</b> <i>Trinity Integrated Solutions</i>	May 2018-June 2018 Remote
<b>Contract Angular/Ionic Developer</b> <i>Insight Global</i>	September 2017-March 2018 Remote