

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

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

Open Source Development/Freelancing

Ongoing

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

Appleton, WI

- Maintain successful open source library with 3k+ stars, 56k+ users, and 150k+ weekly downloads
- Created & designed a MORPG from scratch
- 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 tool and DSL to help people create board/card games
- Created & designed PWAs for multiple board games to help better navigate their rules
- Crafted multiple tools to increase user utility & engagement for board game rule & card browsing

Contract Angular/Ionic Developer

February 2019-May 2019

Perficient Digital

Remote

Contract Information Architect I (Angular)

June 2018-October 2018

Webworld Technologies (WTI Solutions)

Remote

Contract Angular/Ionic Developer

May 2018-June 2018

Trinity Integrated Solutions

Remote

Contract Angular/Ionic Developer

September 2017-March 2018

Insight Global

Remote