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| Joseph Faulstick  Software Developer | |
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Responsibilities include:   * Maintain and update existing client websites using MedThink’s internal technology stack, consisting of Node.js/Express.js back end and a front-end build system  Software Engineer at Konica Minolta Healthcare, Garner, NC. June 2021 — February 2022  Served as a software engineer supporting Konica Minolta Healthcare’s internal development team.  Responsibilities include:   * Implement new features and functionality to both backend NodeJS and custom JavaScript front end client leveraging PugJS and Scss. * Developed site updates and rebuilds for several Wordpress sites, including: Cleviprex, Curosurf, Kengreal, Bronchitol, and NICU Connections. * Improved Accessibility and Search-Engine-Optimization (SEO) for websites across multiple clients.  Software Engineer at Fidelity Charitable, Durham, N.C. August 2020 — June 2021  Served as a software engineer for Fidelity Charitable’s doner platform.  Responsibilities include:   * Implement new features and functionality to both backend Java / Spring Boot micro-services and front end AngularJS and Angular 9 projects. * Drive the process for migrating the main account opening application from AngularJS to modern Angular 9. * Took part in day to day team agile scrum processes. * Assist in hiring process for new candidates.  Junior Front End Engineer at FoodLogiQ, Durham, N.C. February 2019 — June 2020  Worked as a junior front end engineer supporting FoodLogiQ's Connect platform.  Responsibilities included:   * Implement new front end product features to FoodLogiQ's core Connect platform. * Write and maintain unit tests for all front end features using Karma and Jest. * Assist in migrating five year old code base from AngularJS 1.3 to a hybrid Angular 8 / AngularJS application with the long-term goal of transitioning fully to modern angular.  Front End Engineer at Smashing Boxes, Durham, N.C. August 2018 — February 2019  Served as a member of an embedded team working with one of Smashing Boxes' largest clients. Responsibilities include:   * Plan and develop new features using Angular 6 & 7, TypeScript, and client's internal UI kit. * Assisted in implementing NodeJs based micro-services for primary client’s internal ‘chat-bot’ service. * Participate in code review and maintenance using Git and Phabricator. * Assist in the hiring process for the front end engineering team.  Teaching Assistant at University of North Carolina at Chapel Hill, Raleigh-Durham, North Carolina Area June 2018 — May 2019  Help facilitate classroom operation including, time tracking, attendance, and lesson material delivery.   * Assist in delivering the lesson plan and curriculum. * Provide mentor-ship and code review to enrolled students during class activities and office hours. * Assist students in debugging code through pair programming.  Producer at 2K, Novato, California April 2015 — April 2018  Served as development producer on an unannounced title.   * Built initial project, high level milestone schedule, and staffing plans. * Helped drive forward internal concept and pre-production work using agile methodologies.   Served as the publishing producer for the *Sid Meier's Civilization* franchise while shipping *Sid Meier's Civilization VI*, *Civilization Beyond Earth: Rising Tide*, and *Civilization Revolution 2 Vita*.   * Managed milestone review, age rating certification, localization, and quality assurance testing processes. * Mentored and managed junior production staff.  Producer at Crystal Dynamics, Redwood City, California September 2014 — April 2015  Served as a development producer on *Rise of the Tomb Raider*   * Managed the combat, enemy character, secondary systems, and user interface teams. * Maintained project schedule for the above areas of development. * Ran daily stand-ups and weekly pod meetings.  Producer at Microsoft, Redmond, Washington May 2012 — July 2014  Served as publishing producer on *Ryse: Son of Rome*, *Sunset Overdrive*, and *Quantum Break*.   * Reviewed development milestones and interim builds. * Managed final release processes for main title and post release game updates. * Configured title Live Services via the Xbox Development Portal. * Ensured titles adhered to internal privacy and security policies.  Producer at Freelance, Revere, Massachusetts May 2011 — May 2012  Provided freelance production consult services for Irrational Games with PR and Marketing efforts for *BioShock Infinite*, including Pre-E3 and E3 2011, Gamescom 2011, Destination Playstation 2011, and additional smaller press and retailer events. Producer at Irrational Games, Quincy, Massachusetts February 2004 — May 2011  Served as a development producer on *Swat 4*, *BioShock*, and *BioShock Infinite*.   * Managed production and scheduling for significant portions of each title through all phases of development. * Produced and demonstrated multiple award winning consumer and press demos. * Managed internal QA test team and mentored junior production staff. * Assisted in the recruiting process while growing the studio staff from around 45 members to a team of over 100.  Quality Assurance Tester at Atari, Beverly, Massachusetts February 2003 — February 2004  Served as a Quality Assurance Tester at Atari's Beverly, Massachusetts studio prior to the studio's closure. Credited on *Unreal Tournament 2004*, *Neverwinter Nights: Hordes of the Underdark*, *Neverwinter Nights: Shadows of Angmar*, *Pajama Sam: Life is Rough When You Lose Your Stuff*, *Rollercoaster Tycoon 2: Wacky Worlds Expansion*. | |  | EducationFull Stack Development Certificate, University of California, Berkeley, Berkeley, California October 2017 — April 2018  Attended USC Berkeley's Coding Bootcamp and received an 3.8 grade average on all assignments and class projects. | | Details 6175382734 jfaulstick@gmail.com Links <https://www.joefaulstick.com>  <https://github.com/jfaulstick> Skills HTML  CSS  Sass / Scss  JavaScript  TypeScript  AngularJS  Angular 6+  React  Next.js  Node.js  Express.js  PugJS  Gulp / Grunt / Webpack  Karma  Jasmine  Jest  MongoDB  MySQL  Wordpress  PHP  Agile Development  Project Management  SEO  Accessibility |