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| Joseph FaulstickSoftware Developer |
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|  | Profile**Bio:** I am a Software Developer with experience working with modern frameworks. I am skilled in both front end and full stack development and am looking for opportunities that will help me grow as an engineer. I am familiar with Angular, React, Next.js, and Gatsby front end frameworks.In addition, the skills I developed as a producer / project manager in my 15 years in the video game industry make me an asset to any team I am part of.**Contact:** jfaulstick@gmail.com  |
|  | Employment HistorySenior Web Developer at MedThink, Inc., RemoteFebruary 2022 — PresentCurrently serving as a senior web developer supporting websites for external clients including United Therapeautics, Chiesi USA, Collegium Pharmaceuticals, and Veloxis Pharmaceuticals.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 2022Served 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 2021Served 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 2020Worked 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 2019Served 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 AreaJune 2018 — May 2019Help 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, CaliforniaApril 2015 — April 2018Served 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, CaliforniaSeptember 2014 — April 2015Served 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, WashingtonMay 2012 — July 2014Served 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, MassachusettsMay 2011 — May 2012Provided 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, MassachusettsFebruary 2004 — May 2011Served 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, MassachusettsFebruary 2003 — February 2004Served 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, CaliforniaOctober 2017 — April 2018Attended USC Berkeley's Coding Bootcamp and received an 3.8 grade average on all assignments and class projects. |

 | Details6175382734jfaulstick@gmail.comLinks<https://www.joefaulstick.com><https://github.com/jfaulstick>SkillsHTMLCSSSass / ScssJavaScriptTypeScriptAngularJSAngular 6+ReactNext.jsNode.jsExpress.jsPugJSGulp / Grunt / WebpackKarmaJasmineJestMongoDBMySQLWordpressPHPAgile DevelopmentProject ManagementSEOAccessibility |