

Walker Twyman

Dallas, TX

Senior Fullstack Engineer

<https://github.com/nice-rain>

<https://linkedin.com/in/wtwyman>

<https://fullstack-dev.pro>

Summary

AWS Full stack developer candidate skilled in writing, clean, testable code. Proficient in mobile-first responsive design and test-driven development. Experienced with modern tooling and excited to pick up the right tools for the job.

Skills

Advanced: JavaScript ES6, jQuery, Node.js, HTML5, CSS3, Git, REST APIs, React.js, Redux.js, React Hooks, NextJS, Typescript

Proficient: MongoDB, Mocha and Chai testing, VR, AWS, GTM, React Native (Expo), Electron, VueJS, Vite, SQL, Git

Expert: Written & Verbal Communication, Teaching/Training, Unreal Engine 5/Blueprint Scripting

Recent Projects

[Electron DIM Packager](#): Application for creating DIM packages for Daz Studio. It generates the Manifest.dsx and Supplement.dsx files needed for package installation. Built with JavaScript, SCSS, Node.js, React, Electron.js

[Tomato Disease ML](#): Proof of concept application built using AWS Sagemaker and React.js to identify tomato leaf diseases based upon images. Currently, it can identify the following: leaf miner, early blight, powdery mildew, and septoria leaf spot.

[Serverless Master Server](#): A plugin written for Unreal Engine and AWS Lambda. It allows for a simple master server to be deployed on a serverless architecture to save server compute costs. Built with C++, JavaScript, Node.js, Blueprint, AWS Lambda

Experience

SSA Baltimore, MD (Remote)
Senior Fullstack Engineer July 2023 – Current

- Led development of React testing application for the User Experience Framework (UEF) 3.0
- Implemented React build process for StencilJS web components in UEF 3.0
- Rapidly worked to troubleshoot and resolve production level pipeline failure for Flexweb and UEF 2.0
- Worked on user training materials for utilizing Stencil web components within React

ISSI Greenbelt, MD (Remote)
Consultant March 2023 – July 2023

- Provided assistance with project documentation/requirements/preflight
- Assisted with employee personal development and training programs

Talkspace New York City, NY (Remote)
Senior Fullstack Engineer May 2022 – July 2023

- Worked on client facing web application for Talkspace member portal
- Developed teen therapy sign-up flow
- Worked with marketing to consolidate social media referral lists throughout applications
- Implemented repeated consumer satisfaction surveys utilizing webhooks and our marketing platform
- Worked on backend API and frontend implementation for in-session rescheduling
- Worked on API for repeating therapy sessions

Bottle Rocket Studios Dallas, TX
Software Engineer II March 2019 – May 2022

- Developed consumer-facing website for Metronet, Inc.
- Developed a customer scheduling application for Christian Brothers Automotive using React and Redux
- Developed Amazon Alexa skill for Jumptuit involving external API calls, persistence, and dynamic slot values
- Collaborated, utilizing Next.js, React.js, and GraphQL to develop a booking flow for Allegiant Air's resort website
- Developed real-time web application using Firebase to gather and display event data for Frito Lay
- Worked independently as well as served as a fill-in lead on multiple projects involving React.js, Node.js, AWS, and WordPress

- Built internal React Native application using Expo as a framework

NASA

Greenbelt, MD (Remote)

Web Developer

December 2020 – March 2022

- Worked on the redesigned Sciences and Explorations Directorate for Goddard Space Flight Center using VueJS
- Utilized Nuxt for server-side rendering as well as the Nuxt store for globally managed state
- Designed and implemented wireframes for updated bio and directory pages
- Developed updated dropdown navigation with custom keyboard navigation for accessibility

Dallas ISD

Dallas, TX

Consultant

September 2016 – March 2019

- Developed application using Node.js, Express, and MongoDB to assist with tracking and analyzing student data
- Provided solutions for administration to track student and teacher performance

Blindshot Interactive

Dallas, TX

Lead Programmer

August 2014 – September 2016

- Developed a project for Steam Greenlight using Unreal Engine 4
- Achieved a roughly 50% performance increase by developing a solution to allow instanced foliage to contain scripts
- Reduced memory usage from 8gb to around 2.5gb by implementing asynchronous loading for gameplay assets
- Created exciting gameplay by developing an inventory system, quest system, crafting system, and interactive AI trees

BMS, LLC.

Minden, LA

IT Professional

November 2009 – September 2014

- Developed and maintained front-end web platform in HTML, CSS, JavaScript and PHP
- Setup and maintained office network and phone system
- Performed client work such as VPN setup (Cisco ASA5505) to connect client to Louisiana Department of Motor Vehicles
- Serviced HP, Brother, and Canon brand printers, faxes, and copiers
- Planned and created MVP of document storage application using LAMP stack

Education

Louisiana Tech University

BS Biology, Minor in Chemistry

May 2010

THINKFUL

March 2019

Full Stack Flex

- Learned industry best practices and practical software development standards with a focus on HTML5, CSS3, JavaScript, jQuery, Node.js, React.js, Redux.js and algorithms & data structures. Learned application deployment using Heroku with Travis CI as well as AWS with Code Pipeline.