

Andrew R. Makely

Web Developer/Game Developer/UI Designer

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Education:

Georgia Institute of Technology - Atlanta, GA

Cooperative Bachelor of Mechanical Engineering, 1992

Employment:

Dragon Army - Atlanta, GA (Aug 2018 - present)

Lead Developer

- Front-end JavaScript developer for various projects using React, Angular, Backbone and VueJS
- Unity C# developer for various Augmented Reality and Game projects
- Code branch and release management with Git, building via NPM and Node
- Blender modeler/renderer and UI developer for TNT AEW Dynamite Arena website experience
- Coded Atlanta History Center 1996 Olympics Exhibit Kiosks (with LeapMotion touchless interface)
- UI Developer for Honeybaked Ham website rebuild
- Angular developer for a large operations simulator web application for a major national airline
- Front-end developer for Krystal.com website redesign (winner of a 2020 AMY Award)
- WordPress support for various clients

Moxie Interactive – Atlanta, GA (Jun. 2010 – Aug. 2018)

Lead Developer

- Led a group of developers on a variety of client projects
- Branded website development for top-tier clients (HTML, JavaScript, CSS)
- Sitecore CMS website architecture, planning and development in .NET, C#
- Implement responsive design techniques to ensure proper web display on all devices
- Developed sites with current dev tools including Gulp, LESS/SASS, NPM, Angular, Bootstrap, Git
- Built multiple Augmented Reality projects for display on the Moxie campus (Unity, Vuforia)
- Developed Augmented Reality in-restaurant experiences for Moe's Southwest Grill (Unity, Vuforia), integrated into native Android and iOS application using Java and Objective C
- Integrated IBM Watson Speech To Text and Conversation APIs into a Nao humanoid Robot using Python for human-like 2-way conversation
- Architected and built a wide variety of Flash websites using ActionScript3 (OOP) for top-tier advertising clients such as Verizon, Garnier and Coca-Cola

RelayHealth – Alpharetta, GA (Jan. 2010 – Jun. 2010)

User Interface Programmer/Team Lead

- Prototyped UI designs using Adobe Flex
- Team Lead for a patient community website built on the Liferay Portal platform (Java, Tomcat)

Cartoon Network Digital – Atlanta, GA (2004 – Dec. 2009)

Game Programmer

- ActionScript 3 Client and Java Server gameplay programmer for “Titanic Kungfubot Offensive”, an online multiplayer fighting game
- C++ programmer on Ben 10 “Bounty Hunters,” a multiplayer shooter downloadable game utilizing the GameSpy networking library
- Object-oriented Actionscript 2 programming for the development of four downloadable PowerPlay games: “Studio Shakedown,” “Buggin’ Out,” “Sweets Ahoy” and “Dropple”
- ActionScript 2 and 3 programming for web games launched on cartoonnetwork.com and adultswim.com, including Foster’s “Outer Space Trace,” Codename:Kids Next Door’s “Flight of the Hamsters,” Camp Lazlo’s “Paintcan Panic” and FullMetal Alchemist’s “State Alchemy Exam”
- Constructed editing tools to facilitate map editing of tile-based games
- Created UML diagrams in order to design efficient game programming architectures
- Assisted with other Flash user-interface items for use on CartoonNetwork.com

BlueCube Software – Alpharetta, GA (2002-2004)

Interface Designer/eLearning Developer

- Technical analysis and research for development and delivery of Radiant’s eLearning strategy
- Design and programming of Flash/XML-based editing tool and player for construction and delivery of online training presentations and software simulations
- Redesign and Javascript programming of Enterprise Platform user interface

HotelTools/Radiant Systems – Atlanta, GA (2000-2002)

Interface Designer/Software Developer

- Graphic design of user interface for movie ticket purchase kiosk
- Design and Flash/XML programming of enterprise Management Console real-time “dashboard” interface
- Design and Javascript programming of web interface for online property management application
- Maintained HotelTools logo and brand identity, art directed print and online materials

USWeb/CKS – Atlanta, GA (1997 – 2000)

Senior Design Technologist

- Website design and construction – graphic design, HTML, DHTML, Flash, JavaScript
- Served as a mentor to the Design Technology team
- Oversaw a team of web developers for a variety of projects and clients
- Spearheaded new research and development on a daily basis

inter.logic.studios – Atlanta, GA (1995 – 1997)

Internet and Multimedia Designer

- Website design and construction – graphic design, HTML, DHTML, Flash, JavaScript
- 2D graphics, 3D animation and audio for interactive CD-ROMs

Skills:

I have experience with the following programming languages, software packages and standards:

- Front-end: Javascript, HTML5, CSS, Less/Sass, React, Angular, Vue, Backbone, interactive SVG
- Years of experience integrating UI components with numerous 3rd party APIs
- Augmented Reality and Game development – Unity (C#)
- Audio: Recording, editing and mixing audio
- Graphics software – Photoshop, Illustrator, Lightroom, Blender, Zeplin, Abstract

Awards:

- 2020 Web Excellence Award: AEW Dynamite Arena experience (<http://www.aewdynamitearena.com>)
- 2020 AMY Award: Krystal.com redesign
- 2017 ADDY Award Winner - Moe's Augmented Reality Posters: Gold Professional - Elements of Advertising/Augmented Reality category, Silver Professional - Elements of Advertising/Mobile Interaction category
- Webby's 2014 Nominee: General Website Health for Strong4Life.com
- W3 Awards 2013 Gold Winner: Strong4Life.com Activator (Mobile Web App)
- W3 Awards 2013 Silver Winner: Strong4Life.com (Responsive Design Website)
- W3 Awards 2011 Silver Winner: Verizon Wireless - Sponsorship of Inception
- Reggie Awards 2011 Silver Winner: Verizon Wireless - Sponsorship of Inception
- Atlanta ADDY Awards 2011 Bronze Winner: Verizon Wireless - 4G Website
- Interactive Media Awards 2009 Winner: Best in Class Gaming - Cartoon Network TKO
- ShowSouth 1998 Technical Merit Award, Interactive Technique, Web Technology - Blimpie Extranet
- ShowSouth 1999 Silver Award, Interactive Online, Consumer - Royal Caribbean Voyager
- ShowSouth 1999 Silver Award, Interactive Promotional - Blimpie3D "Meatballs in Space" Stereoscopic 3D online comic book

Activities:

In my free time, I enjoy hanging out with my family, playing loud guitar, and playing video games.