

## **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 Solutions Architect

- Worked with clients to plan and manage the systems integrations and development efforts necessary to ensure the success of their business
- Served as the leader of the Development team, assisting in troubleshooting technical issues and clearing development roadblocks
- Developed front-end UI for various projects using React, Angular, Backbone and VueJS
- Coded back-end functionality via PHP, AWS. .NET
- Designed and developed custom APIs via platforms such as AWS Lambda, API Gateway
- Designed and implemented custom DynamoDB schema
- Implemented enterprise custom user migration and Multi-Factor login implementation via Azure B2C platform and Custom Policies
- Led or assisted in Unity C# development for various Augmented Reality and Game projects, including "The Cube" online game for TBS, "Impractical Jokers" mobile game for TruTV, and a prototype AR animated diorama for a national insurance company, and an award-winning Atlanta city mural Photo Gallery AR installation
- Integrated numerous client and vendor APIs and SDKs for projects in areas such as insurance, banking, image recognition, code scanning, Customer Relationship Management
- Served as 3D Modeler/Renderer and Lead Developer for award-winning TNT AEW Dynamite Arena 360 panorama website experience
- Served as Lead Developer for Atlanta History Center 1996 Olympics Exhibit Kiosks (with LeapMotion touchless interface)
- Worked as UI Developer for Honeybaked Ham eCommerce website rebuild
- Served as lead Angular developer for a large operations simulator web application for a major national airline
- Provided WordPress client support including development of custom PHP plugins
- Responsible for configuring/building/deploying projects via package managers, CI/CD
- Responsible for code branch, pull request, and release management via Git
- Provided project estimates, documentation, system diagrams, UML for client projects

- Planned development sprints, tracked issues/defects via JIRA

**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:**

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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
- Back-end: PHP, .NET, Node JS, CMS platforms (Webflow, Concrete, Wordpress, Sitecore)
- Cloud Services: AWS (Cognito, Dynamo, Lambda, API), Azure (ADB2C Identity)
- Years of experience integrating with numerous 3rd party REST APIs
- Modern SDLC tools (Git, NPM, Gulp, etc)
- Augmented Reality and Game development – Unity (C#)

### **Awards:**

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- 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 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:**

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