

Andrew R. Makely

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Full-Stack Developer | Front-End Developer

Senior Web Developer with 25+ years of experience building responsive web apps, games, and AR/VR experiences. Expertise in front-end frameworks (React, Angular), cloud services (AWS, Azure), and game development (Unity C#). Proven leadership in team mentoring and full-cycle project delivery.

Education:

Georgia Institute of Technology - Atlanta, GA

Cooperative Bachelor of Mechanical Engineering, 1992

Technical 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
- Back-end: PHP, .NET, Node JS, CMS platforms (WordPress, Webflow, Concrete)
- Cloud Services: AWS (Cognito, Dynamo, Lambda, API), Azure AD B2C 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#)

Professional Experience:

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

Lead Solutions Architect, Lead Developer

- Led the Development team, assisting in troubleshooting technical issues and clearing development roadblocks, offering guidance on new technologies and best practices
- Planned and managed the systems integrations and development efforts necessary to ensure the success of client projects
- 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 services such as AWS Lambda, API Gateway
- 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 online games, mobile games, and various Atlanta AR Installations
- Integrated numerous client and vendor APIs and SDKs for projects in areas such as insurance, banking, image recognition, code scanning, Customer Relationship Management
- Led development of the Atlanta History Center 1996 Olympics Exhibit Kiosks (with LeapMotion touchless interface)
- Led Angular development 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, Git
- Provided project estimates, documentation, system diagrams, UML for client projects

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)
- Implemented responsive design techniques to ensure proper web display on all devices
- Developed sites with tools including Gulp, LESS/SASS, NPM, Angular, Bootstrap, Git
- 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

- Led gameplay development of Flash Client and Java Server code for "Titanic Kungfubot Offensive" (TKO), an online multiplayer fighting game
- Programmed C++ code for Ben 10 "Bounty Hunters," a multiplayer shooter downloadable game
- Developed object-oriented Flash code for numerous Cartoon Network games, including "Drople", "Outer Space Trace," "Flight of the Hamsters," and many more
- Constructed editing tools to facilitate map editing of tile-based games
- Created UML diagrams in order to design efficient game programming architectures

BlueCube Software – Alpharetta, GA (2002-2004)

Interface Designer/eLearning Developer

- Technical analysis and research for development and delivery of Radiant's eLearning strategy
- Designed and programmed Flash/XML-based editing tool and player for 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 and JavaScript development of user interfaces
- Design and Flash/XML programming for enterprise reporting

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

Awards:

- 2020 Web Excellence Award: AEW Dynamite Arena experience
- 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