ANDREW PAVLICK
FULL-STACK WEB DEVELOPER & CONTENT CREATOR

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PROFESSIONAL PROFILE

Full-Stack Web Developer and content creator with expertise in front and back-end web development, 3D / multimedia content creation, project management, requirements analysis, and stakeholder relations. Enthusiastic with strong technical, organizational, analytical, problem-solving, and relationship management skills.

RECENT PROJECTS

WAR ON TERROR MEMORIAL

- Search Veteran service records, read user submitted stories, and tour the virtual memorial in 3D/WebGL on Desktop and mobile platforms.
- Live Site: *http://virtualmemorial.herokuapp.com*
- Repo: *https://github.com/andrewPavlick/WOT-VirtualMemorial-SPA*

DISC GOLF GAME MANAGER

- Create or join existing games and update player scores in real-time across devices. Save your match to renew your bragging rights in-between your time on and off the course.
- Live Site: *https://disc-golf-at-buhl.netlify.com*
- Repo (Front-end): *https://github.com/andrewPavlick/Disc-Golf-at-Buhl*
- Repo (Back-end): *https://github.com/andrewPavlick/Disc-Golf-at-Buhl-Server*

CAREER HISTORY

AMERICAN EAGLE   DEC 2018 - PRESENT
CONTRACT DEVELOPER

- Developed & debugged AEO Ember SPA site. Creating new Ember components, styling, services, & test coverage with QUnit. Debugged & expanded analytics & data tracking service which communicated with Adobe Tealium.
- Developed Node microservice for generating marketing emails server-side for use in various front-end clients.
- Developed a Node application to generate transactional emails from individual html module files.
- Expanded marketing email builder, adding URL verification, custom html modules, and UI Refractor.
- Developed Ember.js application for Email Coordination team to quickly view & verify email builds were properly hyperlinked.
- Developed, optimized, & debugged marketing & transactional emails supporting a broad range of email clients.
- Worked across multiple git/bitbucket website & tool repositories, managing, merging, & resolving branch conflicts.

STEALTH COMPANY   JUNE 2018 – NOV 2018
CONTRACT DEVELOPER

- Collaborated with the client during multiple session discussing application scope, goals, target users & more.
- Developed "Software Requirements Specifications" document & accompanying "Software Architecture Design" text & graphical flows.
- Developed UI layout, wireframes, & visual theme.

WAR ON TERROR FOUNDATION   JUN 2017 – JAN 2018
CONTRACT DEVELOPER

- Provided Full-Stack web development services for the "War on Terror Foundation".
- Designed front-end experience with HTML5, CSS3, Javascript, jQuery, and three.js/WebGL.
- Back-end technologies included Node/Express.js, MongoDB.

CREATE AT ANDREW PAVLICK   JUN 2013 – JAN 2018
OWNER/OPERATOR
- Created architectural visualizations using WebGL, panoramic video, and rendered still graphics for both the Valley Shenango Economic Development Corporation.
- Update existing content, revised character pipeline and created custom characters for SpeechPathology.com.
- Provide contractor services for custom 3D content creation including characters, props, environments, architectural visualization, and consulting.
- Supported client visions through consulting including requirements gathering, time estimates, client calls, and mentoring junior artist.

ENYX STUDIOS, LLC   MAY 2015 - AUG 2015
CO-FOUNDER & LEAD ARTIST
- Gathered technical requirements development the title for Xbox One, PlayStation 4, and PC.
- Performed character creation, rigging, and animation, along with prop, and environment modeling, and set dressing.
- During development, the title was placed on Steam Greenlight and in less than 24 hours was in the top 100 titles and finished in 5th place out of over 2000 titles.

LOGICJUNCTION   MAY 2008 - FEB 2015
3D ARTIST
- Collaborated with multiple clients in creating 3D/multimedia content.
- Created multiple custom characters and animations for SpeechPathology.
- Recorded motion capture for a prototype fitness application by Bodies Done Right.
- Optimized CAD assets for 3D rendering for Fresenius Kabi training simulation for a new infusion pump being introduced to the U.S. market.
- Created promotional material ranging from print to motion graphics.
- Design character pipeline to enable the use of the same rig across characters, sharing of animation, and optimization of the deformation skeleton for use on both mobile and desktop platforms.

PROFESSIONAL QUALIFICATIONS
TECHNICAL
HTML5 • CSS3 • JavaScript ES5 / ES6 • jQuery • NPM • Webpack • Node.js • Express.js • Mongo • REST APIs • Socket.io • Three.js • Babylon.js • Ember.js • React.js • Redux • Mocha • QUnit • Git

CREATIVE
Maya • Blender • Unity3D • Substance Painter / Designer • Zbrush • Adobe Photoshop • After Effects • Illustrator • Affinity Photo / Designer

EDUCATION
Full Stack Web Developer   Thinkful   May 2017 – Nov 2017
- Six-month intensive program learning and applying full stack technologies, such as React, Redux, Express, MongoDB, CRUD and RESTful architecture, MVC, data structures and algorithms. Through assignments and capstone projects.

Bachelor of Arts in Digital Arts   Bowling Green State University   Sept 2004 - Aug 2007
- Comprehensive program in computer animation, video, imaging, and interactive multimedia. Using state-of-the-art hardware and industry standard software, students focused on creative expression and exploring the possibilities provided by digital technology.

LEADERSHIP & AWARDS
- Placed Top 10 Pittsburgh's Tech Council CREATE Festival – Gaming & Education Category.
- Participant in the eCenter's Millennial Spark program offering introductory courses into 3D content creation.
- Featured as a regional photographer at The Butler Institute of American Art.