

# Erik Polderman

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## #technical skills

Languages: TypeScript / JavaScript (Vanilla, ES5, ES6), C++, C#, ActionScript 3  
Front End: React, React Native, Redux, GraphQL, Webpack, Node, Chrome Dev Tools  
Styling: Styled Components, Flexbox, CSS3, Grid  
Game Engine: Unity, UE4  
Version Control: GIT, Bitbucket

## #education

Degree: Bachelor of Science in Computer Science  
University: [Texas A&M University - Corpus Christi](#)  
Minor: Mathematics  
Concentration: Systems Programming ([ABET](#))

## #experience

- **Avero** (Boulder, Colorado)  
Description: Engineering the front-end of mobile and web applications with Typescript in React and React Native. Create, Contribute and maintain low level performance heavy UI component tool libraries (via NPM & Webpack) which are consumed in mobile & web applications by other engineers on the team. Using the material design spec create a fluid UX that syncs with the company brand. Participate in code reviews, data modeling, and performance tuning and profiling.  
Role: Software Engineer  
Duration: Feb 2018 - Current

## #game programming

- **Endless** (C# via Unity) – PC / Mobile Game  
Description: Six player online multiplayer game programmed in C#. The UI is implemented in 3D, scales in all aspect ratios, and is traversable with any controller (PS4, PS3, One, 360). UI also includes HUD, stat tracking, and hanger modules. Application focus was to build a fully featured, scalable, and traversable UI.  
Role: UX Engineer & Designer  
Github Repo: <https://github.com/ezetreezy/Endless-Online-Game>
- **Game World UI** (C/C++/GLSL) – 3D Computer Graphics Application  
Description: A Qt UI using OpenGL allowing the user to explore a 3D rendered scene demonstrating GLSL shader algorithms. Controls are implemented through a first person 3D math camera class that allows the client to fly and rotate through the scene. Application focus was to understand the graphics pipeline in 3D applications.  
Role: Shader | C++ Programmer  
Github Repo: <https://github.com/ezetreezy/Game-World-Ozill>

## #web programming

- **Mintcushions** (React/Redux/Express/NodeJS/MongoDB) – Client/Server Full Stack Web Application  
Description: RESTful single page web application that allows users to CRUD soccer cleat reviews. Frontend features range from handling async calls within react components, managing authentication with many different API's, and filtering data via ES6 array helpers for data manipulation and visualization. Backend features range from parallel promises, NoSQL queries, and using express to handle familiar and unfamiliar routes within NodeJS.  
Role: Full Stack Engineer  
Github Repo: <https://github.com/ezetreezy/mintcushions>
- **Artist Portfolio** (React/Redux/Sass/Bootstrap) – Front End Web Application  
Description: Frontend web application built with React, Redux, Bootstrap and Sass. Application focus was cross-browser compatibility, mixins, styling maintainability, and responsiveness for desktop and mobile screen sizes.  
Role: Front End Engineer  
Github Repo: <https://github.com/ezetreezy/amandasnoww>