James McNulty

Brooklyn, NY • james.mcnulty.site • linkedin.com/in/jamespmcnulty
jimmcnulty41@gmail.com

Full Stack Software Engineer

7 years experience in software engineering, design, and development. 2 years dedicated, 3 years mixed experience in product management. Polyglot with front-end focus, but experienced across the stack down to bare metal.

WORK EXPERIENCE

Electric Whitelip LLC • Brooklyn, New York, United States • 03/2021 - Present
Owner
- Developed range of digital products, including 3d web-based simulation framework (three.js, typescript, webcomponents), pixel art tileset, graph-based tool for prompt-engineering, various content sites
- Established Prototype product vertical for botique guitar pedal manufacturing, including design and procurement of enclosures, printed circuit boards, programming ATTiny Microcontroller
- Scraped marketplace data and created interactive visualizations to establish product strategy, checking new ideas against current market trends to provide strategic insights and set direction of growth initiatives (javascript, d3, observable)

Climb Credit • New York, NY • 10/2018 - 03/2021
Software Engineer
- Integrated cloud services with website and application processing pipeline
- Authored and maintained internal and external APIs (TypeScript, Node, Express)
- Wrote build tools & scripts to automate laborious tasks, streamline software deployment, and reduce overall operational costs
- Conducted stakeholder interviews to build customer empathy and provide alignment between development initiatives and the user journey

ExtraHop • Seattle, WA • 10/2017 - 09/2018
Software Engineer
- Created automation tools to convert JavaScript to TypeScript, resulting in automated fixes to more than 4,000 errors, reduction of vanilla JavaScript from >30% of code base to ~3% in 6 months
- Implemented innovative UI features for flagship network analytics and investigation tool, including graph annotations, information overlays, filters, and sparklines (React, AngularJS)

ILD Games • Madison, Wisconsin, United States • 01/2015 - 01/2018
Animator, Project Manager, Developer, Video Production
- Implemented features for open-source electron-based game editor, including HTML5 Canvas interactions, audio integration, and project update automation (TypeScript, Angular 2+)
- Managed market analysis, monetization (embedded video ads), promotion (video production; presence at industry events), and product roadmap for mobile game, Squatbot, resulting in a successful go-to-market listing in multiple marketplaces

- Developed tool to automatically render the same animations for more than 50 different sets of art assets, allowing animation and character design to proceed independently (Ruby, After Effects, Illustrator)

Epic • Madison, Wisconsin Area • 08/2015 - 08/2017

Software Developer

- Designed, developed, refactored, and provided code review for more than 50 bug fixes in 22- year-old registration application used by over 400 health systems worldwide, producing fixes that improved user experience, code quality, security, internationalization, accessibility, performance, and data integrity

EDUCATION

Bachelor of Science in Computer Science

University of Michigan • GPA: 3.65 • 09/2011 - 04/2015

Bachelor of Business Administration in Management

University of Michigan - Stephen M. Ross School of Business • GPA: 3.65 • 09/2012 - 04/2015

With Distinction

SKILLS

Programming Languages (fluent): C, JavaScript, TypeScript

Programming Languages (proficient): C#, C++, Python, Ruby, Rust

Tools: After Effects, Airtable, github, Monday, Travis CI

Stacks/Frameworks/Libraries: Angular 2+, AngularJS, d3, django, jekyll, MongoDB, React.js, three.js, WebComponents

Vendors: AWS, Digital Ocean, Twilio