

CONTACT

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nicfontaine.com

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SKILLSET

What I Do

- Spec and prototype software R&D
- Research architectural, operational, and user impediments
- Craft UI/UX & art for learning and interaction
- Build pipeline & art tooling
- Add polish and customization to 3D art
- Draft technical documentation and public user-guides

Proficiency

- Javascript, Typescript, React, Redux, Next, CSS, HTML
- NodeJS, Express, GraphQL, REST, Electron, Tauri
- Linux, Docker, Apache, Nginx, AWS, Git, SVN
- Integrations with various 3rd party APIs, Analytics, & Testing
- Unity3D game, VR, UI development and animation
- Design, UI, UX in Figma & Adobe Creative suite
- Agile development, tracking, & QA in Jira, Pivotal, Testrail

EXPERIENCE

Software Developer *Mursion, Inc.*

2016-05 to 2023-02

Bridging engineering & art for AR/VR learning in enterprise software. I develop internal tools and customer products in Full-stack web and 3D game engine. Including Front-end development and design, API design, technical art, backend pipelines, testing & QA, and technical documentation.

Web Developer & Marketing Designer *Element-360*

2014-09 to 2016-06

Data-driven development and design in real-estate marketing. I developed landing page templates, ran A/B Testing, managed hosting & analytics, and designed display network ads and email newsletters for our international clients.

Contract UX Designer *ThingFace*

2014-08 to 2014-09

IOT app authoring ecosystem - research, design, and development.

Game Artist, Animator, Video Editor *The Littlest Golfer, Inc.*

2013-04 to 2014-08

2D mobile game art design and 3D pilot show - script to launch. UI, environment, character animation, level design. Character modeling & animation, video editing & compositing, and marketing promo design.