Craig Smith

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Full stack software engineer with an eye for design and a passion for building excellent digital solutions.

Work Experience

Full Stack Software Engineer Intern | Nutshell CRM | Ann Arbor, MI   May 2022 – Dec 2022

- Developed the front end for two-factor authentication support in Nutshell CRM using React, JavaScript, and Flow, collaborating with back end engineers and a product designer to offer users enhanced security.
- Reimplemented in-app notifications and other legacy features with React to improve Nutshell's performance.
- Extended the PHP backend and GraphQL API to introduce new quality-of-life features that enable improved workflows.
- Developed unit tests to ensure new features work reliably, ensuring code quality and smoother development.
- Contributed to an agile software team, participating in code reviews, sprints, retrospectives, and backlog refinement.
- Used GitHub for version control and code review, Jenkins for CI/CD, and Jira for project management.

iOS Developer | Michigan State University | East Lansing, MI   Mar 2021 – May 2022

- Modernized MSU's official native iOS Swift app by reimplementing legacy features with VIPER system architecture and ReactiveX with RxSwift to improve the stability of the app and improve automated test coverage.
- Improved accessibility of the app by revising UI implementation to follow best practices to ensure compatibility with assistive technologies for an inclusive user experience.

Web Content Manager | Institute for Health Policy | East Lansing, MI   Nov 2019 – Feb 2021

- Managed the institute's website and affiliated Michigan Health Policy Forum using HTML, Bootstrap, and Joomla to disperse information to members of the health policy community.

Freelance Work

Full Stack Developer | Genisama LLC   Jun 2019 – Jul 2019

- Developed a web application for account management and validation using Node.js, JavaScript, and AWS (S3, DynamoDB, Lambda) to enable the AI startup to securely distribute software to licensed users.

Projects

Doodle Duel | Play at doodle.craigsmith.dev   Nov 2023 – current

- Developed online multiplayer draw-and-guess game with support for public and private lobbies, invite via URL, unlimited players, and cross platform play. Built with React/Next.js, TypeScript, Node.js, and Socket.IO, deployed on DigitalOcean.

Collaborative Audio/Video Editor | Received **Amazon Sigma Award** for best capstone (of 30 teams)   Jan 2023 – May 2023

- Built "the Google Docs of video editing": a browser-based video editor built on React that enables an unlimited number of users to work simultaneously on shared video projects in real-time.
- Worked on client-side media processing pipeline with Web Assembly FFmpeg, project serialization and real-time synchronization with Node.js powered RESTful API, WebSocket server, and SQL database hosted on Microsoft Azure.

Proxima | Available on the App Store (for iPhone and iPad)   Nov 2020 – current

- Developed a gamified point-of-interest discovery iOS app with **280+ downloads** using Swift and Parse BaaS that enables users to crowd-source locations on an interactive map, compete to earn points, and climb the leaderboard.

Education

Michigan State University | Computer Science (B.S.) & Experience Architecture [UX] (B.A.)   May 2023

- 3.7/4.0 GPA