

Craig Smith

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Education

Michigan State University | Computer Science (B.S.) & Experience Architecture (B.A.) | 3.7 GPA | Graduating May 2023

Work

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

- Independently developed the front end of a new two-factor authentication feature using React, collaborating with backend engineers and a product designer to provide improved security to our current users and attract new ones by making Nutshell compliant with many companies' security policies.
- Refactored legacy features to React, improving the performance and maintainability of the application.
- Extended the application's PHP backend and GraphQL API to support new functionality that meets the needs of users.
- Participated in career fair panels and hosted candidate interviews to draw in new talent to the company.

iOS Developer Intern | Michigan State University | East Lansing, MI (remote) | Mar 2021 – May 2022

- Reimplemented features of MSU's iOS app using cutting-edge VIPER architecture and reactive programming with RxSwift, making the app more maintainable and improving its stability by expanding test coverage.
- Enhanced accessibility of the app by revising UI implementation to follow best practices, improving compatibility with screen readers and other assistive technologies.
- Designed UI prototype in Sketch for expanded Discover feature, adding support for new content sources to be browsed and searched.

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

- Led development of a prototype web app using Node.js to automate the submission and processing of COVID-19 screening data from West Michigan companies for use by local health departments.

Freelance

Web Designer | Amazwi Contemporary Art | May – Aug 2020

- Built an online store for a local art gallery, extending the features of Shopify using JavaScript, Liquid, and HTML to create solutions to unique challenges, allowing them to offer online shopping and local pickup amidst the pandemic.

Web Developer | Genisama LLC | Jun – Jul 2019

- Developed a web application for account management, serial code validation, and authenticated file download using Node.js, JavaScript, HTML, and serverless AWS technologies, enabling AI startup to distribute software to licensed users.

Projects

Proxima | Available on the  App Store | Nov 2020 – current

- Developed a gamified point-of-interest discovery platform by creating an iOS app using Swift that enables users to crowd source locations on an interactive map and compete to earn points and climb the leaderboard.

Skills

Languages: ● JavaScript, ● Swift, ● Java, ½ C++, ½ PHP, ○ Python, ○ Kotlin

Technologies: ● React, ● Git, ½ Android, ½ AWS, ½ Parse, ½ Node.js, ½ GraphQL, ○ Docker

Design: ● HTML & CSS, ● Bootstrap, ½ Figma, ½ Sketch, ½ Adobe XD, ½ Illustrator

(● Proficient, ½ Advanced, ○ Intermediate)