

Craig Smith

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

Work Experience

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

- Independently developed the front end for two-factor authentication support in Nutshell using React.js, JavaScript, Flow, and HTML / CSS, collaborating with back end engineers and a product designer to protect users with improved security.
- Refactored legacy features to React.js and wrote unit tests, improving Nutshell's performance and maintainability.
- Extended the PHP backend and GraphQL API to introduce new quality-of-life features that enable improved workflows.
- Contributed to an agile software team, using GitHub for version control and code review, Jenkins for automated testing and CI/CD, and Jira for project management.

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

- Modernized MSU's official iOS app by re-implementing features using VIPER system architecture and RxSwift for enhanced stability and automated test coverage.
- Improved app accessibility by revising UI implementation to align with best practices, ensuring compatibility with assistive technologies for an inclusive user experience.
- Designed UI prototype for a feature allowing users to browse/search new content sources to expand the apps utility.

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

- Developed a prototype web application using Node.js and JavaScript to automate the submission and processing of health screening data for use by local health departments.

Freelance Work

Web Designer | Amazwi Contemporary Art May 2020 – Aug 2020

- Built an online store for a local art gallery, extending the features of Shopify using JavaScript, Liquid, and HTML / CSS to create solutions to unique challenges and improve SEO, allowing them to conduct ecommerce amidst the pandemic.

Full Stack Developer | Genisama LLC Jun 2019 – Jul 2019

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

Projects

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.js that allows and unlimited number of users to work simultaneously on shared video projects in real time.
- Worked on client-side media processing with Web Assembly FFmpeg, project serialization and real-time synchronization with Node.js / Express.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 and released 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 Engineering (B.S.) & Experience Architecture (B.A.) May 2023

- 3.7/4.0 GPA, 6x Dean's List recognitions