

# Rory Bourdon

Front-end Web Developer & Designer

*Passionate developer and graphic designer with a wide variety of supporting skills looking for somewhere to build amazing user experiences.*

Skills      **React**    **Next.js**    **Javascript**    **GraphQL**    **Git**    **Framer Motion**    **MongoDB**  
**PostgreSQL**    **Haxe**    **Blender**    **Unreal Engine**    **Illustrator**    **Photoshop**

## Employment

### Junior Software Engineer

JD Software, Salem, MA - July 2019 - May 2020

Developed, tested and worked with proprietary e-licensing software applications and associated metadata using Javascript, Typescript, MongoDB, PostgreSQL, Redis, Angular, Spring.

### Administrative Assistant

Forbes Marketing Group, Hampton, NH - August 2018 - May 2019

Managed order flow between sales and accounting. Performed basic IT duties. Designed and built new physical show-room. Designed and developed Constant Contact campaigns.

### In-Home Care Provider

Area Home Care, Portsmouth, NH - 2016 - 2018

Provided daily care for my grandfather after he was diagnosed with lung cancer and later my grandmother who suffered from lewy-body dementia. Sought freelance opportunities and expanded skills during this time.

## Projects

### FMG Dropship Website

React - Next.js - GraphQL - Framer Motion

E-commerce website that allows customers to build, browse, and quote promotional product gift boxes. Designed in Illustrator. Built with Next.js, Styled-components and Framer Motion for the front-end using GraphCMS, ASI Smartlink, and Sendgrid for the back-end.

### Juice Box

Java - Android Studio - SQLite

Native android application for tracking e-cigarette liquid usage and preferences.

### Wizard Wars

Unreal Engine 4, Blender, Photoshop

Multiplayer virtual reality game designed for the HTC Vive. Developed using blueprints. Modeled hundreds of environment and player assets in Blender. Wrote custom fluid shaders for stylized liquid in containers. Built a dynamic 3D minimap using raytracing and procedural meshes.

### Pather / Super Mega Squid

Haxe, Haxeflixel, Nape Physics Engine

Cross-platform 2D games written in Haxe and designed for mobile devices.

## Education

### Bachelor of Science in Digital Art and Development

Full Sail University, Winter Park, Florida - 2006 - 2009