WILLIAM POIRIER

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SKILLS:

Programming Languages: JavaScript, PHP, C/C++, mySQL, and proprietary languages. Exposure to Swift and Objective C.

Web Development: HTML/CSS/JS. JQuery and vue.js. Exposure to Ruby on Rails.

Code Management: JIRA, SVN, GIT, proprietary MEDITECH source control system.

Development Environments: Visual Studio, Eclipse, Xcode, Linux terminal

Video Game IDEs: Unity 3D, Adobe Flash, Gamemaker Studio

Audio Tools: ProTools, Garageband, UDK Kismet, WWISE, Audacity, Musescore, Sonar

Artwork Tools: Zbrush, Adobe Creative Suite, Maya

Professional Tools: Adobe Framemaker, Adobe Robohelp, Microsoft Office Suite

WORK EXPERIENCE:

Massachusetts Medical Society: Interactive Developer (January 2020 — November 2021)
- Contract position for the *New England Journal of Medicine* under the Medical Illustration group. Developed multimedia supplementary journal article content as single page web apps.
- Primary duty was converting old interactive web content for pre-2014 journal articles from Adobe Flash to HTML5. Conversions contain extensive JSON and Javascript work.
- Frameworks worked with included JQuery, vue.js, D3.js, apexcharts, and Datamaps.
- Assisted with new interactive content as needed.

Jassby Inc: Web Developer (February 2018 — September 2019)
- Full stack web development at an early stage startup for family mobile payments.
- Daily tasks mainly involved implementing features and bug fixes for Jassby's software
- Front end/Client Side development in Javascript primarily for their customer facing website and web app. Frequent use of JQuery and Bootstrap.
- Back end/Server Side development in PHP and mySql for their API and database. Programmed a system using these to return JSON object to dynamically generate screens for the iOS app.
- Developed internal company intranet/portal software
- Implemented and assisted development of several features and widgets for the web app, including but not limited to notifications, social media login, date picking, and validations.
- Developed Jassby's news blog using Wordpress.

Startup Institute: Web Development Student (October 2017 — December 2018).
- Accepted into a highly selective web development bootcamp. Studied back-end web development using Ruby on Rails
- Created a prototype SMS cloud service using the meetups.com API in an 18 hour hackathon.
- Implemented Facebook login functionality for the startup OperationCode
- Developed a prototype web app using Three JS and Express JS called MachinimaVision. In the final product, it will allow users to create interactive movies collaboratively in the cloud.

MEDITECH: Programmer/Analyst (April 2015 — September 2016).
- Debugged and troubleshooted customer-reported issues for MEDITECH's electronic health record system
- Wrote scripts in Meditech Magic and Client/Server to fix back-end issues
- Maintained Meditech's Data Repository application for converting proprietary databases to SQL

UMASS Medical School: Programming Intern (January — April 2015).
- Built the driver software and user interface to control custom patent pending bioinformatic hardware.
- Equipment included communicating with a lock-in amplifier and motors over serial RS-232
- Programmed low level communication software in C. User interface programmed with Objective C.

EDUCATION:	**Worcester Polytechnic Institute, Worcester, MA** **BS in Interactive Media & Game Development, May 2014** **BS in Professional Writing, October 2014**

MAJOR WEB DEVELOPMENT PROJECTS	**New England Journal of Medicine Interactive Content Conversion** Converted dozens of individual Interactive graphics written in Adobe Flash to HTML5 **Jassby Web App, Portal, Blog and Web Server** Contributed to these Jassby software pieces, primarily written in Javascript and PHP. **Partner Project For Operation Code:** Implemented Facebook login functionality for operationcode.com using React and Rails. **MachinimaVision** Independent created at Startup Institute. MachinimaVision is a web based application using Express JS and Three JS for creating and streaming movies using game-like functionality. **Startup Institute Hackathon** Worked in a four person team to create a prototype SMS cloud service for Operation Code. Programmed using Google scripts.

MAJOR GAME DEVELOPMENT PROJECTS	**Blissfully Bouncy** (December 2016/March 2017). Runner/platformmer game published on Google Play Apple iTunes. Created completely by myself over the course of roughly 6 months. **Project Rabbit Episode 0** (September 2013 — May 2014). Senior Project at WPI. Creator, project manager, writer, lead artist and co-engineer on a 4-person team project. **Tennebris Locus** (April 2014). Game created for Digital Game Design Studio at WPI. Animator, sound designer on a 4-person team. **ASCII Centipede** (December 2013). Game created for Technical Game Development I. Programmed a C++ game engine for a solo engineering project. **Green Spider** (December 2011). Game created for Digital Game Design I. Designer/programmer on a 2-person team.

HOBBIES:	Music composition, Guitar playing Flying Art and Crafting Science and Engineering experiments Arduino programming Creative Writing Animation