altonchaney

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ABOUT

With experience in an array of skills and technologies, my goal in any work I help create is to make people happier, whether that comes from a life-changing experience, or one less tap. My passions lie in software design and development, where I've specialized in both mobile and web platforms. At home I'm a proud father and husband, and you'll often find me on a run or diving into yet another book or game.

SKILLS

HTML5/CSS3	REACT/ANGULAR
TYPESCRIPT/ES22	NODEJS
REACT NATIVE	JEST/DETOX
SWIFT/OBJ-C	SKETCH/FIGMA
KOTLIN/JAVA	OCR/VR/AR

EXPERIENCE

Wedge
MAY 2021 - PRESENT

I lead the development of the Wedge React Native application for iOS and Android, which we keep up to date with the latest React and RN updates. We also utilize Hooks for functional components and Redux for API interfacing. Our platform is well tested with robust unit test coverage and E2E testing.

Ruckit *acquired by Command Alkon*
APR 2018 - MAY 2021

I assisted with the development of Ruckit's core Dispatching product, and created an additional Ticket Manager product from the ground up using the latest version of Angular, implementing and maintaining a robust OCR process as well as a direct-to-browser document scanning pipeline with a full test suite.

Insitome
AUG 2016 - APR 2018

I oversaw the production and development of Insitome's web front-end, which allowed people to learn more about their genetics. Using a data-driven SPA, we provided users with the most performant experience possible, enabling anyone to empower themselves with beautifully visualized DNA data.

Snap Kitchen
DEC 2015 - AUG 2016

I was responsible for the creation, oversight and direction of Snap Kitchen's front-end web platform. Using Angular and Node I created a powerful and robust experience, compatible on everything from desktop computers to mobile phones, ensuring performance was never compromised.

Binocular *acquired by Blippar*
JAN 2013 - DEC 2015

My role with in the team was helping design and develop custom solutions for clients that needed more unique and tailored AR/VR solutions, delving into various aspects of user interface and user experience design, as well as assisting in various front-end implementations.

See a selection on my work @ altonchaney.com