

JAME COYNE

CREATIVE TECHNOLOGIST &
FRONTEND ENGINEER

WEBSITE:

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SKILLS

SKILLED IN:

- FRONTEND DESIGN/DEVELOPMENT
- FULL STACK WEB DEVELOPMENT
- INTERACTION DESIGN/DEVELOPMENT
- PROJECTION MAPPING
- RAPID PROTOTYPING
- UI/UX DESIGN
- SOFTWARE ENGINEERING
- ELECTRONICS FABRICATION

TECHNICAL PROFICIENCY IN:

- JAVASCRIPT
 - react.js
 - three.js
 - node.js
 - socket.io
- HTML/CSS
- C#
- JAVA
- C

SOFTWARE PROFICIENCY IN:

- UNITY
- CINEMA 4D
- ADOBE SUITE
- TOUCH DESIGNER
- LINUX/NETWORKING

EDUCATION

WENTWORTH INSTITUTE OF TECHNOLOGY (2020)

Bachelor of Computer Science
Minor in Media Studies

RELEVANT COURSES:

mixed media studio, media innovation management, computer vision, web development, social network analysis, machine learning, artificial intelligence, parallel computing, software engineering

EXPERIENCE

INFOGAIN @ FACEBOOK (MAY 2020 - PRESENT)

FRONTEND SOFTWARE ENGINEER

- Wrote, tested, and delivered high quality and reliable frontend code to support internal tooling.
- Roadmapped, planned, and designed upcoming features to meet client goals.
- Developed standardized processes for feature development across multiple teams.

BLACK MATH: (MAY 2018 - JANUARY 2020)

CREATIVE TECHNOLOGIST

- Contributed to projects from pitch to delivery: conceptualized, designed, developed, installed.
- Acted as primary support to implement technical portion of projects and communicate details to project lead, creative team, and client.
- Introduced company to new markets involving digital new media including web development, AR/VR, physical installation.
- PROJECTS INCLUDED:

ILLUMINUS BOSTON 2018: Digital Playground Installation
Conceptualized, designed, and developed public interactive projection-mapped installation.

MUSEUM OF FINE ARTS BOSTON: GENDER BENDING FASHION EXHIBIT
Mapped projections of animations onto scrims and clothing in complex projection space. Created physical mockups and digital renderings.

KINETICARDS: AUGMENTED REALITY GREETING CARDS
Led technical development for AR mobile app. Maintained existing codebase and implemented new features that offered greater creative potential and stronger product offerings.

INDEPENDENT PROJECTS

CRAYON BOX: INTERACTIVE MUSIC LITERACY PROJECT
Conceptualized, designed, and developed software for tablets used by elementary school children to explore music through drawings projected onto screen to live music.

SCRIBBLE.PARTY
Designed, developed, and deployed a realtime drawing application using socket.io and node.js, deployed to heroku.