

Mike Cassidy

Software engineer specialized in interactive systems
Media artist working primarily with sound and light
Research/creation portfolio @ mikecassidy.io

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EXPERTISE

Languages: Javascript, Python, GLSL, C++, C#, Typescript, Ruby, Elixir
Front End: React.js, HTML5, CSS3, GreenSock, P5.js, Three.js, D3.js, WebGL, ArcGIS, Electron
Back End: Node.js, Django, Ruby on Rails, SQL, GraphQL, MongoDB
Cloud: Git, Google Cloud Platform, Amazon Web Services, CircleCI, Terraform, Sentry
Intermedia: Max/MSP, TouchDesigner, Unity3D, Unreal Engine, Rhino3D, Ossia, OSC
Audio: Ableton Live, Reaper, Pro Tools, JUCE, Wwise, Supercollider, Web Audio

EXPERIENCE

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| Software Engineer
<i>Level99</i> — Remote | 2023-Present |
| <ul style="list-style-type: none">Platform engineer for open-world game environment opening second physical locationContributed to expanding localized user database of over 1 million accounts to centralized cloudWorked on 12 different apps including ticketing, account creation, and gameplay stat aggregation | |
| Game Developer
<i>Workinman Interactive</i> — Remote | 2022 |
| <ul style="list-style-type: none">Lead engineer in developing browser-based educational math games for kidsCommunicated directly with client's project team and internal asset designerDelivered 3 complete games built with React.Js, GSAP, Lottie, and Adobe After Effects | |
| Full Stack Developer
<i>Adtheorent</i> — Remote | 2021 |
| <ul style="list-style-type: none">Developed client-facing software platform for dynamically embedded ad creationExpanded back-end infrastructure to integrate campaign data with predictive targetingIntroduced a feedback system to enhance collaboration and reduce iteration cycles | |
| Full Stack Developer
<i>We Are Few</i> — Remote | 2020 |
| <ul style="list-style-type: none">Independent contractor on engineering projects ranging from 3-100+ developersDeployed to diverse and evolving codebases utilizing React.js, Ruby, and ArcGISExpanded and modernized search and filtering of a dynamic dataset of over 5 million items | |
| Full Stack Developer
<i>Censinet</i> — Boston, MA | 2019 |
| <ul style="list-style-type: none">Implemented analysis algorithms to generate risk assessment for health care providers and clientsEnhanced scalable backend performance through schema evolution and database partitioningIndependently implemented UI/UX redesign using React.js, D3.js, and Typescript | |

EDUCATION

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| Electroacoustic Studies (B.F.A.)
<i>Concordia University</i> — Montreal, QC | 2023 |
| Psychology (B.A.)
<i>American University</i> — Washington, DC | 2015 |