

James Landrum

Full-Stack Software Developer

Greater Tampa Bay Area

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Work History

Yes& (June 2022 - December 2023)

Senior Software Developer - Remote

- Maintained and added features to multiple Apostrophe 2.x websites
- Built the front-end NextJS and back-end Drupal for a new ALS Initiative
- Added new major features to the Character Lab research platform
- Developed Asterism, a tool for building Wordpress themes/blocks using a simplified CLI that uses React components to make cleanly editable blocks.
- Experimented with the creation of pixel shaders for Instagram filters.
- Pushed an initiative to modernize the development processes including the implementation of JIRA and simplification of hours tracking based on sprints with task-specific tracking moved to JIRA.
- Assisted teammates with DNS and SSL configuration.
- Maintained AWS services for bastion servers.

ICF International, Inc (April 2022 - June 2023)

Software Engineer - Remote

- Created the Approval Documentation for React application code
- Co-Developed front-end React for FCC Disaster Information Reporting System
- Co-Developed Spring Boot APIs for FCC Disaster Information Reporting System
- Integrated Storybook to create React components

WebFirst (January 2020 - June 2022)

Software Engineer - Remote

- Converted a mobile application from Cordova to React Native, feature complete in 2 months.
- Maintained a mobile application written in Cordova to address Cordova's deprecation.
- Redesigned key areas of a mobile application to include a 100% custom video player with PIP, CarPlay, AirPlay
- Created an Apple Watch component for an existing mobile app
- Assisted with various app redesigns, proposals and technical documentation.

Haneke Design (December 2018 - January 2020)

Software Engineer - Tampa, FL

- Converted an Android 2.x application entirely to Kotlin in 2 weeks, also adding parity with the iOS Swift version.
- Built an AR experience in Unity for a client's research project.
- Diagnosed the issues with a Bluetooth LE device that was reporting watchdog restarts, missed advertisements and unexpected battery drain.

Under Contract w/ Metova

- Built a mobile app for managing internet of things based lockers
- Maintained a mobile app for registering mobile nursing workers

Under Contract w/ DXC Technologies

- Wrote an RSA-PSS-based authentication layer for Amazon API Gateway
- Wired the existing authentication layer to use token-based auth with Amazon API Gateway
- Built various components in Angular.JS and Vue

Mindgrub (June 2017 - November 2018)

Senior Software Engineer / Lead Electrical Engineer - Baltimore, MD

- Co-wrote the BGE, ComEd and PECO applications for Android and iOS.
- Built the QFI Tilemaker app for both Android and iOS using C++ for performant cross-platform bitmap manipulation, Kotlin for Android and Swift for iOS.
- Built the user interface and repaired wiring for SNAX - a workplace delivery robot. Helped design 3D components for proper sensor placement.
- Built a 1:1 scale VR version of the entire office, with a functioning table tennis table and in-game tablet for web browsing, as well as modeled and skinned 1:1 scale versions of various furniture.
- Built tech demos for potential clients that utilized VR such as Google Daydream and Cardboard.
- Corrected bugs for various Android apps such as Graphic Audio and Yamaha.
- Built an AR experience for Light City Baltimore.
- Worked in React Native to fix bugs and add features to UMBC Home Training.
- Implemented new designs for the QFI Website.
- Made design improvements and bug fixes for the websites UMCES, Phillips Foods and True Citrus.
- Developed a Bluetooth LE table tennis game tracker using the NRF52840 development board.
- Added new features and applying bug fixes to a Laravel-powered website.
- Added new features and applying bug fixes to a website that consists of a AngularJS front-end, a .NET back-end written in C#, and a node intermediary server to bridge the two.
- Maintained various WordPress and Drupal websites hosted on the Pantheon platform.

Stanley Black & Decker (January 2016 - June 2017)

Mobile Software Engineer - Towson, MD

- Developed a Bluetooth LE library in both Java and Kotlin to improve BLE connection and communication reliability for Android.
- Built a tech demo to demonstrate connecting to smart devices using the Chrome web browser.
- Fixed issues with the bluetooth firmware for the area light, drill and Black & Decker robot vacuum running on various processor architectures.
- Built the initial version of the Black & Decker robot vacuum control app for Android.
- Assisted in developing iOS and Android proof-of-concepts for new Bluetooth LE powered devices for Black & Decker and DeWALT.

Freelance / Side Projects

- Developing bunative, a tool for automatically mapping native methods to be called by bun.
- Built a Tetris clone using libGDX.
- Added camera support for the Palringo Windows Mobile application.
- Contributed to the Kotlin Android library Anko.

- Developed Local.Host, a tool for using system-provided and freely available tools directly to run locally hosted development servers.