Sean **Mombourquette**

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Skills

Languages	JavaScript, Python, HTML, CSS, GLSL, SQL, GML
Frameworks/Libraries	React, Vue, Redux, Zustand, three.js, React-three-fiber, TroisJS, Sanity, GSAP, Framer Motion, Node.js, Express.js
Tools	WSL2, Linux, Git, Blender, Forecast, Jira

Experience

Reflektor Digital   *Toronto, ON*

FRONTEND SOFTWARE DEVELOPER   *Jan 2021 - Present*

- Developed key frontend features on 17 immersive web experiences for major brands: Spotify, League of Legends, Binance, HBO, and more.
- Designed and built a game engine using ink, React, React-three-fiber, and the WebSpeech API for a 3D speech-recognition visual novel game.
- Streamlined onboarding process by creating demos and documentation for best practices of common animation patterns in React and Vue.
- Collaborated effectively with team on daily standups following AGILE principles, doing pair programming, and code reviews.

SeanMombo Studios   *Kingston, ON*

GAME DEVELOPER   *Jun 2014 - Nov 2019*

- Operated a solo indie-game studio, creating HTML5 games that accrued 1,000,000+ plays and generated $8,000+ USD revenue.
- Negotiated licensing deals with the largest gaming portals online: ArmorGames, Miniclip, and AddictingGames–and published a game on steam.
- Customized the games for each brand, implementing their external API's to integrate the game with their platform's features: achievements, ad-rolls.
- Produced all audio, graphical, and video elements used in games and promotional material.

Projects

Algo-Visual - Interactive Algorithm Visualizer   *View Source and Demo*

REACT, REACT BOOTSTRAP, JAVASCRIPT, SCSS   *2020*

- Created interactive frontend and algorithm visualizer as a responsive web app using React.
- Coded cellular-automata cave generation algorithm with fully customizable parameters and ability to step through the process.
- Demonstrated a stack and queue approach to floodfill algorithms to help users visualize the differences.

Crwn Clothing - eCommerce Store   *View Source and Demo*

REACT, REDUX, SAGAS, FIREBASE/FIRESTORE, STRIPE, HEROKU, NODE.JS, EXPRESS, GRAPHQL   *2020*

- Built out a full-featured fullstack ecommerce as a responsive web-app
- Architected backend schema, connected it to the fronted and handled data flow using state-management with Redux.
- Implemented secure payment processing, user auth/OAuth, and NoSQL database, with Stripe and Firebase

League of Legends Set Builder   *View Source and Demo*

HTML, CSS, JAVASCRIPT, JQUERY, ASYNC/AWAIT, SORTABLEJS   *2019*

- Recreated the League of Legends item set builder in JavaScript, filling missing niche of a responsive web version.
- Created polished UI/UX with features such as drag and drop, search filters, reordering lists, hoverable tool-tips and exporting data.
- Used model-view-controller pattern (MVC) to manage information flow and separate functionality into clean modular code.
- Integrated DataDragon API to serve item and image data.

Education

Queen's University   *Kingston ON*

BA. COMPUTING   *Sept 2014 - Oct 2019*