





David J. Grimsley

Website & Application Developer

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PROFESSIONAL SUMMARY

Passionate self-taught programmer with experience in mobile application development, game design, and web development. Strong problem-solving abilities and a commitment to writing clean, maintainable code. Skilled in React Native, TypeScript, JavaScript, and Agile methodologies. Looking for an opportunity to contribute and grow as a React Native mobile developer within a dynamic team.

Recent Experience

Low Key High Entertainment | May 2024 – Present | Lead Level Designer

- Designed and developed compelling game levels, balancing challenge, pacing, and player engagement.
- Collaborated with artists, programmers, and writers to ensure the level design aligned with the game's overall objectives.
- Delivered levels within strict deadlines for pitch demos and stakeholder presentations.
- Addressed technical aspects of level design, including scripting, optimization, and mechanics integration.

2013 – Present | Freelance Educator & Tutor

- Mentored over 10 computer science students across multiple programming languages, emphasizing clean, reusable, and well-commented code.
- Focused on teaching best programming practices, including naming conventions, code structure, and documentation.
- Provided expert tutoring in programming and mathematics, from basic arithmetic through advanced calculus and STEM.
- Developed personalized lesson plans to cater to individual learning styles and goals.
- Assisted students with advanced projects, including systems programming and understanding complex concepts like Mini-ELF files and virtual memory simulation.
- Encouraged critical thinking and problem-solving skills through practical coding exercises and real-world examples.
- Help students improve their average by 2 letter grades on average.

Projects

Poke Pages | 2021 – 2022 & 2025 | Founder & Mobile Application Developer

- Designed and developed a mobile application for iPhone and Android using Adalo.
- Launched successfully on the Apple App Store and Google Play Store, reaching over 200 downloads.

- Refactored into a full stack React Native application
- Complete with authentication and database management

Personal Portfolio Website | 2023 – Present | **Full Stack Developer**

- Developed and deployed a personal portfolio website using TypeScript, Expo, and React Native.
- Configured and managed a VPS for hosting, ensuring optimal performance and uptime.
- Secured the server with SSH key authentication and regular security updates.
- Implemented responsive designs, enhancing user experience across all devices.
- Optimized load times through code splitting and asset optimization, reducing page load times by 40%.
- Integrated analytics tools to monitor traffic and user engagement, informing continuous improvements.

Clayton Design & Salvage | In Development | **Website designer, Mobile & UI/UX Engineer**

- Designing and iterating the company's website using Figma, incorporating client feedback from weekly meetings.
- Translating finalized designs from Figma into responsive code using TypeScript and Expo React Native.
- Developing a unified codebase for both the website and mobile applications to ensure consistency and efficiency.
- Implementing a feature allowing the owner to easily post items for sale via the mobile app, automatically updating the website's database for immediate customer access.
- Streamlining the client's workflow, reducing the time to list new items by 50%.

xCard | 2022 | **Software Developer & UI/UX Engineer**

- Developed the front-end UI for a social media startup app using SwiftUI.
- Designed and implemented mobile-friendly interfaces for Apple iOS devices.
- Worked closely with backend engineers to ensure seamless integration of app features.

Education

Full Sail University, Online
Associate's in Game Development
 (June 2023 - September 2024)

Certifications

[CS50x](#) - HarvardX (2024)

[C++ for Unreal Game Development](#) - Coursera &
 University of Colorado (2024)

Skills

- ★ **Programming Languages:** JavaScript, TypeScript, C++, Python, Java, C, Swift, Verse
- ★ **Mobile Development:** React Native, Expo, Firebase, SwiftUI, Zustand, Supabase
- ★ **Web Development:** HTML, CSS, JavaScript, Next.js
- ★ **Game Development:** Unreal Engine 5 (UEFN), Blueprint Scripting
- ★ **Version Control:** Git, GitHub, Perforce
- ★ **Tools & Platforms:** iOS, Android, xCode, VS Code
- ★ **Server Management & VPS Hosting:** Linux, Command Prompt, Plesk
- ★ **Methodologies:** Agile, Scrum