

David Rice

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ACCOMPLISHMENTS

- Designed and implemented a form generation system with a variety of field interfaces backed by a dynamic graph model defined by the user
- Implemented a large breaking change in an active client-facing visualization model through small incremental steps alternating between the frontend and backend, leading to a system that could more robustly handle user alterations
- Advocated for and transitioned Exaptive's largest application from dataflow code to React.js, boosting productivity and allowing the team to leverage its large ecosystem and modern development tooling

SKILLS

- TypeScript
- JavaScript
- React.js
- HTML
- CSS (Modules, SASS)
- Node.js
- MongoDB
- MySQL
- Neo4j / CypherQL
- Cypress
- Git / GitHub
- Webpack
- VSCode Live Share
- Jenkins
- Jira

EDUCATION

University of Oklahoma

Norman, Oklahoma

May 2015

GPA: 4.0, 3.95

- M.S. & B.S. (*summa cum laude*) in computer science with a minor in mathematics
- Thesis: GenSynth - Collaboratively Evolving Novel Synthetic Musical Instruments on the Web
- OU's Game Developers Association President, Webmaster, Team Leader

WORK EXPERIENCE

Exaptive

Senior Software Developer, Scrum Master

Feb 2016 to Aug 2022

Oklahoma City, OK

- Wrote automatically tested code in in-person and remote environments, individually and as a mob, with Scrum and Kanban
- Created the frontend of a multi-model innovation management application and worked through language and tooling transitions to keep up with company goals and increase developer performance
- Developed an array of features for a visual dataflow programming environment including a space-splitting barn door UX for expanding components, an interactive dataflow minimap, and multi-layered composite components
- Implemented and maintained interactive and combinatorial web visualizations including Sankey and Network diagrams, Choropleth country maps, Gantt charts, and more with D3.js and other web visualization technologies
- Interacted directly with consulting client Cohen Veterans Bioscience to develop a cohort data gathering and visualization application with the Exaptive Dataflow Studio environment

NewSpin

Senior Software Developer

July 2014 to Feb 2016

Oklahoma City, OK

- R&D for web streaming, visualization, and collaboration around point clouds, 360 photography, and large-scale images
- Oversaw transition of a Symfony web asset management app to an AngularJS single-page app
- Rewrote jQuery, WebGL, and WebRTC point cloud visualization software as AngularJS directives

K20 Center

DGBL Programmer, Graduate Research Assistant

Sept of 2011 to July 2014

Norman, OK

- Implemented web and mobile prototypes with Ember and Unity3D and a Node/MSQL backend
- Developed a social platform for future K20 games and interactive lessons in PHP and JavaScript
- Designed and implemented game components for Unity3D (C#) and Ogre3d (C++) including a dynamic scenario system, a geometric decal system, and multithreaded environment collision rendering