

# Michael Afrides

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I love to build things, taking them from concept through architectural design to development. I want to use technology to make creative, meaningful products. I want to do this with interesting people, and I want my team to feel ownership for and care about whatever we make.

## Skills ▶

### Full Stack Development

- **Languages:** JavaScript ES2015 and ES6, C#
- **Databases:** MongoDB, Redis, PostgreSQL
- **Web:** Vue.js, MEAN stack, Node.js/Express, AngularJS, Bootstrap 3 & 4, Sass, CSS3, HTML5/Canvas
- **Game Development:** Unity Game Engine (2D, WebGL, iOS, Android)
- **Cloud:** AWS, Heroku, GitHub

### Engineering

- Communicating with multiple stakeholders, including clients, C-level managers, sales, game designers, artists, writers, testers, and other developers
- Worked in both agile and waterfall environments
- Prototyping, Proof of Concept
- Evaluating and selecting tech stacks
- Defining project and feature requirements
- Managing live web services
- Deploying production services to web, Appstore, and Google Play

## Experience ▶

### Recurrence, Inc.

An educational gaming startup

#### Senior Software Engineer

September 2017 – Present

#### Consulting Advisor to Engineering

January 2016 – August 2017  
(Corp to Corp, while working at Interact CE)

Responsible for all product development at Recurrence, and sole code contributor, on the following products:

- Our flagship business and leadership educational gaming platform for academia, currently live in 50+ colleges
- A nursing education and assessment game for academia, currently in proof of concept
- An enterprise leadership development and assessment game, currently in alpha

On our live product, defined and implemented new features and provided live development support

On our new projects, collaborated on product and game design, evaluated and selected tech stacks, and provided all code development as part of an agile product team

Built the CI/CD pipeline leveraging Heroku web services

Collaborated with various stakeholders, including C-level managers, clients, sales, game designers, and artists to create products from scratch and add features to our live product based on customer feedback and business priorities

**Technologies:** Vue.js, MEAN, MongoDB, Redis, NodeJS/Express, Socket.IO, AngularJS, JavaScript ES2015 and ES6, Bootstrap, CSS3, Sass, HTML5/Canvas, Mocha, LTI learning management tools (Canvas, Moodle), Heroku, Amazon AWS (S3, CloudFront)

## **Interact CE**

An educational gaming startup

### **Consulting Advisor to Engineering**

August 2017 – Present  
(Corp to Corp while working at Recurrence, Inc.)

### **Senior Software Engineer**

January 2016 – August 2017

Lead Engineer on the following products:

- **Generation:** our flagship real estate continuing education platform and real estate agent simulator, currently live in 10 states and the primary revenue-generating product for the company
- **Ethics Adventure:** a web and mobile real estate ethics game, available on the App Store and Google Play and integrated with our flagship product.

Evaluated and implemented tech stacks for both products

Primary code contributor to Generation, sole code contributor to Ethics Adventure

Developed the CI/CD pipeline leveraging Heroku web services

Worked with game designers, artists, and managers to define game design and business requirements in an agile environment

**Technologies:** MEAN, MongoDB, NodeJS/Express, AngularJS, JavaScript ES2015, Bootstrap, HTML5/Canvas, Unity, C#, Amazon AWS (S3, CloudFront), Heroku

## **Kitovet (Devdraft.com)**

A startup coding competition/hiring platform

### **Software Engineer**

February 2015 – July 2015

Sole application developer and code contributor on our flagship product

Worked with our coding competition engineer and business team to develop user-facing features for developer and hiring manager users of our platform

Provided live development support for 3 contests/hiring events, which resulted in, among other hires, 3 full-time engineering hires for Recurrence, Inc. and Interact CE, including me

**Technologies:** NodeJS/Express/Sails, AngularJS, PostgreSQL, JavaScript ES2015, CSS, HTML, Sphere engine competition coding platform

## **Previous Roles:**

- IT Business Analyst 2014
- Continuous Improvement Coordinator for manufacturing 2013
- Manufacturing, Electrician, Service Industry, Yoga Instructor 2003 to 2012

## **Education ▶**

- **BS Electrical Engineering**, University of Wisconsin-Madison, 2003
- **C# Programming Certificate**, Bellevue College, 2014