Walter Garrett Mitchell

multidisciplinary engineer with a visual focus and wide-ranging games, advertising, and startup experience. Into solid UX, clean code, healthy teams, and bagel sandwiches.

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Skills & Programs

- HTML & CSS (a11y, SCSS/Less, BEM)
- Webpack/Babel/Gulp/Composer, NPM
- GraphQL, REST APIs
- AWS, Docker, Jenkins
- Unity/C#, Unreal/C++, Phaser, PICO-8
- Git: CLI, GitHub/Bitbucket
- Photoshop, Figma, Sketch/Zeplin
- WordPress/PHP
- Web Components

- **JavaScript**
  - React: Hooks, Redux, Next.js, Context, HoC, styled-components, Suspense, async components
  - three.js, Greensock, react-spring, PIXI.js, Canvas/SVG APIs
  - Node & Express, Pug/Jade
  - Misc: D3, Storybook, Mocha, jQuery, EJS, ES6, Angular 1

Employment

Senior Software Engineer
Blizzard Entertainment - Austin, TX
7/2018 – Present

Shepherded UI and application architecture development for World of Warcraft web properties. Migrated the highly-trafficked, long-standing WoW website to a more modern frontend stack (React, GraphQL) while establishing a living styleguide (Storybook).

Integrated with RESTful game data APIs, developed A/B tests (Optimizely), monitored app performance under peak load (New Relic), developed user-friendly CMS schemas (Contentstack), spearheaded development on confidential announcements, and brought Blizzard-quality animation and polish to our UI.

Organized and led department-wide forums for frontend development discussion and knowledge sharing. Mentored junior developers.

Senior Frontend Developer
Code and Theory - New York, NY
8/2017 – 7/2018

Planned and built large-scale web applications for international brands. Focused on reusability, speed, and accessibility. Tackled various technical specifications, from a pure component library to a React/Electron desktop app to an integrated AEM site package.

Website Portfolio

- WoW: Shadowlands
- WoW: Guild Profiles
- WoW: Character Profiles
- Sarah Elmaleh
- SFARI Gene
- Spectrum News
- JPMorgan Private Bank
- Madwell.com
- Comcast Corporate
- Hallie Bateman
- The BRAIN Initiative
- Leigh Alexander

… *and more upon request*

Education

Bachelor of Arts
Majors: English, German
U. of Puget Sound
Tacoma, WA

HS Diploma
William J Palmer HS
Colorado Springs, CO

Designed build processes (Webpack) for increased ease of use across teams. Led frontend architecture planning for new projects.

Senior Developer
Madwell - Brooklyn, NY
2/2014 – 8/2017

Led agile development teams on digital projects for large brands and local institutions from ideation through development and launch.

Coded at a high standard of quality for large-scale, CMS-driven websites, as well as web apps, interactive data visualizations, client-side photo manipulation tools, interactive installations, in-browser games, and more.

Worked closely with large groups of agency creatives to define scope of work, manage client expectations, conceptualize designs, lay out technical requirements, execute and deliver. Reviewed code and assigned work for teams of developers, managed Jira, led standups, backlog groomings, and client reviews.

Web Developer, Designer (Freelance)
3/2013 – 8/2020

Freelanced to get more personally involved in unique projects and to expand horizons into web design and project management. Worked closely with clients to distill their identity into an appealing design; developed CMS-powered sites for client's personal ease of use as well as speed and long-term stability.

Web Developer, Designer, Translator
EnviroServe GmbH - Runkel/Dehrn, Germany
10/2013 – 2/2014

Worked as the in-house web developer and designer for a German sustainable construction consulting firm. Redesigned, developed, maintained, and updated website over time. Translated, wrote, and compiled various written and graphical materials.

Frontend Web Developer
Crosshatch Creative - Portland, OR
3/2013 – 10/2013

Acted as primary WordPress developer among a collective of designers and developers hired to make responsive, modern sites for all industries.

Frontend Web Developer, Social Media Consultant
AboutUs/Jyte - Portland, OR
8/2012 - 3/2013

Built and maintained websites for consulting service subscribers, extended WordPress themes according to client needs.

Other Skills

- SEO best practices
- Graphic design fundamentals
- Scrummastering (unlicensed)
- Video editing
- Game design
- Project management
- Mentorship
- Talking good

Languages

- English (native speaker)
- German (fluent)
- French (basics)

Hobbies

- Playing/making games
- Reading, writing
- Skiing
- Baking
- Traveling

Other Projects

- VOLLEYGON: Unity-powered multiplayer sport, currently an arcade cabinet but coming to Steam and consoles
- Skirmish Society: web-based social strategy game built with React/p5.js and integrated with Discord
- 8-Bit Emperor: PICO-8 "demake" of Bumblebear Games' indie arcade classic *Black Emperor*

References will be given upon request.