

Erik Pukinskis

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I love software, especially the web. I am always trying to learn how to write software that stabilizes over time, and is amenable to modification, and balancing that against the need to get features out the door. My bachelor in Computer Science and a masters in Interaction Design is a good combo.

Specialties: product planning, interaction design, software engineering, HTML, CSS, javascript, test-driven development, usability and design research

Experience

Prototyping Engineer at Collective Magic (August 2015 - present) - Design and build a web-based JavaScript IDE for end-user programming. Design and prototype a fully automated human built modular tiny home production facility.

Software Developer at Good Eggs (April 2014 - July 2015) - Full stack Node development, converting mockups into CSS and HTML, development planning, creating reusable CSS components and Javascript templates, analyze architectural directions for app and organize large scale refactoring projects.

Founder at SproutRobot (January 2009 - April 2014) - Manage design and marketing contractors, built Rails app, including front end HTML and graphics, interaction design including usability testing. Featured in LifeHacker and TechCrunch. 60,000+ registered users. 100+ paying customers in the first six months.

Front-end Engineer at Minibox (January 2013 - June 2013) - Built dynamic pre-launch landing page with Twitter integration and other marketing features in Backbone.js on a Rails API backend.

UX and Rails Engineer at Sidebark (November 2011 - June 2012) - Built full stack web application, on a team of 3 as the only dev with Rails experience. Designed major parts of the UI and did all in-app graphic design.

Web Developer at Principals Market (August 2010 - December 2010) - Built out functionality of Ruby on Rails app, including back end and front end HTML, browser compatibility.

Teaching Assistant at UCSD (September 2006 - June 2008) - Taught Intro to Cognitive Science, Intro to Computing, Cognitive Engineering

Instructor at Indiana University School of Informatics (September 2004 - May 2006) - In addition to assistant teaching during the spring and fall, I taught Human-Computer Interaction Design over the summer. I used lecture slides and assignments from Eli Blevis, Youn Lim, and Yvonne Rogers, but I gave all the lectures myself, adding examples, adding material, and inventing in-class activities. It was awesome.

Independent Contractor at Daily Jolt (August 2003 - August 2004) - I identified few community-oriented features that would appeal to the college crowd, designed them, build features in PHP, HTML, and CSS, provided training for the volunteers that run their sites, and developed marketing materials. The Daily Jolt's main focus during this period was growing their network. I helped them do this by adding new capabilities to their sites that would increase their appeal and usefulness.

Webmaster at NECAnet (October 1996 - August 1999) - I designed, coded, and maintained public and intranet web sites using HTML, Photoshop, and 3D graphics modeling software. My main goals were to provide sites that had a modern appearance, had a comprehensible information architecture, were fast to use, and provided our users with the information they needed about our services.

Education

Incomplete Ph.D., Cognitive Science, UCSD 2006 - 2008

M.S., Human-Computer Interaction Design, Indiana University 2004 - 2006

B.S., Computer Science, Psychology, University of Connecticut 1999 - 2003

Interests: tiny home construction, vegetarian cooking, end-user programming, the social safety net, post-impressionistic painters