Greg Lawrence – Creative Full-Stack & 3D Web Developer

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PROJECTS

Thumb.lol: Full-Stack YouTube Thumbnail Generator SaaS (In Progress)   Jan. 2023 – Present
- Solo-developing a full-stack YouTube thumbnail generator SaaS project, developed using Next.js, React.js, Typescript, Django Rest Framework, TailwindCSS.
- Integrating Stripe API to enable customer payments and a product checkout.
- Successfully implementing and configuring a Hostinger Virtual Private Server (VPS), utilizing Docker for containerization, and Nginx as a reverse proxy.

WORK EXPERIENCE

Self-Employed   Mar. 2024 – Present
Freelance Full-Stack Web Developer   *Remote*
- Developing an admin content portal solution for a physical timeline kiosk installed at Merrimack College.
  - Utilizing Wordpress with a custom PHP theme as a backend, and custom themed frontend for use on their dual-screened timeline kiosk.
- Designing and implementing a new, simple and modern website/landing page for Mobilize Solutions.

Planning Diva Co.   Apr. 2023 – Mar. 2024
Software Engineer   *Remote*
- As a Software Engineer in an early stage SaaS startup, I was solely responsible for the design & development of the 3D Venue Layout feature, created with React Three Fiber, Next.js, Typescript, and TailwindCSS.
  - Accounting for 20% of the overall SaaS product feature set, the 3D venue layout feature was an essential USP (unique selling proposition) for the web app and the acquisition of new users.
- Creating multiple reusable, type-safe components, making use of RESTful APIs for fetching data.
- Innovating and implementing 2-3 new 3D editor features, which differentiated the product from competitors, every two weeks since our launch.

Mobilize Solutions   Nov. 2022 – Mar. 2023
Web AR/Frontend Development Consultant   *Remote*
- As a Web AR & Frontend developer at Mobilize Solutions, I implemented 3D augmented reality experiences for their mobile camera app alongside a web-based adaptation of their app's frontend UI.
  - Increased app's user engagement by 20% through unique and engaging AR experiences.
- Collaborated seamlessly with an AR designer to conceptualize, design, and implement five distinct AR experiences, showcasing a fusion of creativity and technical proficiency.

VDA Inc.   Oct. 2020 – Nov 2022
Associate Designer/Technology Specialist   *Somerville, MA*
- As an Associate Designer/Technology Specialist at VDA inc. I was responsible for the research, development, and implementation of technology additions for our physical, hybrid, and virtual event offerings.
  - Contributed to the success of a million-dollar project by custom coding a pivotal date/time feature within the 3rd party software used to create the virtual event.

SKILLS

Main Languages: JavaScript, TypeScript, Python, HTML, CSS, PHP
Frameworks & Technologies: React.js, Next.js, React Three Fiber, Three.js, TailwindCSS, Django, Nginx, JSON, REST APIs, WordPress, Stable Diffusion, Hugging Face
Databases: SQLite, PostgreSQL, MongoDB
Software & Tools: Neovim, Docker, Git, GitHub, Postman, Jira, Linux, Figma, Blender, Photoshop, Illustrator

EDUCATION

University of Massachusetts, Lowell   May 2020
BS, Computer Science – Cum Laude, 3.42 GPA   *Lowell, MA*