



Steven Frady

Sr. Developer, Creative

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Languages

Typescript
Javascript
C#
PHP

Proficiencies

Front-End
Back-End
Mobile
Games
React, Next.js, Vite
Node.js, Bun, Postgres, Wordpress
React-Native, Expo, PWA
Unity, Three.js

Education

2009 - 2013

Savannah College of Art and Design (SCAD)

Bachelor of Fine Arts (BFA) in Interaction Design and Game Development

Professional Experience

2024 - Present
Chantilly, VA

Senior Front-End Developer at **Rugged Logic**

Instrumental in the adoption and implementation of front-end technologies, including React, Node.js / Bun, and Typescript, within a team focused on back-end and hardware solutions.

- Enhanced operational control and data visualization for satellite communication hardware by developing a terminal UI with React, integrated with a Node.js server.
- Streamlined the setup process for satellite communication hardware with a custom-built configurator tool, significantly reducing complexity and setup time.

2020 - 2023
Atlanta, GA
(Remote)

Senior Front-End Developer at **NCR Corporation**

Enhanced NCR Corporation's internal design system as a Senior Developer and facilitated cross-team workflow improvements by acting as a development liaison.

- Improved cross-platform consistency by developing a React-Native design system package, aligning mobile interfaces with web and design standards.
- Optimized content management for NCR's design system documentation by developing a Next.js site that enables team members to easily upload and manage markdown files.

2018 - 2020
Arlington, VA

Full-Stack Developer at **U.Group**

Contributed significantly to front-end development efforts while collaborating on back-end tasks and mobile app development.

- Helped boost quarter collecting interest by developing 'Quaterverse,' a 3D quiz game for the US Mint that utilized AR and machine learning technologies.
- Simplified access to government programs for small businesses by creating a user-friendly platform for the Office of Small Business.

2018
Alexandria, VA

Full-Stack Developer at **Brightline Interactive**

Engineered custom applications using Electron, Node.js, and React to meet unique project specifications for various clients.

- Enabled real-time data management for Unity applications displayed at Gonzaga and West Virginia University by developing custom web applications for campus administrators.

2016 - 2018
Atlanta, GA

Front-End Developer at **IfThen**

Established and deployed custom WordPress and Drupal sites, and developed specialized React components to meet client needs.

- Supported and improved National Geographic's US and globally-focused websites by developing custom React components.
- Boosted user engagement on weloveweather.tv, The Weather Channel's community site for weather enthusiasts, through targeted updates and maintenance on its WordPress platform

2014 - 2016
Williamsburg, VA

Programmer / Graphic Artist at **IDSi**

Designed and programmed interactive minigames in Unity, and developed production tools as part of the front-end development team.



Entrepreneurial Projects

2019 - 2022

Technical Co-Founder at WanderSeat

Led the development of a platform that integrates social media and flight deal discovery, rewarding users for sharing inspiring travel experiences and cost-effective itineraries.

Independent and Project-Based Contracts

Experiential Installation Software Development for sbExperiential

2024

Spin-To-Win

Developed two interactive prize wheel games for Mountain Dew Gaming and AT&T, highlighted by a unique basketball spin sensor integration for the AT&T version.

2023

Home Run Derby

Developed a 3D game for Truist and Capital One, featuring an interactive home run derby experience controlled by a motion-sensor-equipped bat at live events.

Meteor Game

Developed an interactive touchscreen game where players tap to destroy incoming asteroids, featuring a prize-dispensing vending machine for winners, created for AT&T promotional events.

Kick ups

Developed 'Kick Ups', a brand ambassador-led interactive game where each juggle of a soccer ball triggers video effects on large screens, with custom versions tailored for Verizon and Coca-Cola events.

2022

Phonetopia Installations

Developed software for 'Phonetopia', a Visible Wireless exhibit, featuring a texting game where players jump on oversized buttons to type messages, and a shooting gallery where participants use light-emitting guns to hit servo-controlled targets.

Road to Greatness

Developed a 3D Temple Run-style game for Buick's 'See Her Greatness' campaign promoting women athletes, featured at the NCAA Women's Final Four tournament.

Freelance Web Development, Consulting

2024

DrRandyRoss.com

Undertook performance enhancements and made regular updates to the website of Dr. Randy Ross, a speaker and author, improving both functionality and user experience.

2023

Abundant Staffing Portal

Crafted a portal for Abundant Staffing that enables hospitals to autonomously manage nursing shifts, integrating seamlessly with the Abundant Staffing platform to reduce the administrative load on their team.

Open-Source Software

2023

Easy Mesh Gradient

Created and continue to maintain an open-source tool distributed via npm, designed to facilitate the creation of mesh gradients with customizable easing options.