Colin Rumball

Full Stack Web Developer

With a career working in both mobile game development and web development, I've grown a diverse skillset spanning frontend and backend technologies. Passionate about tackling creative challenges in all stages of product development, from concept ideation to implementation, I thrive while learning new technologies & employing innovative approaches to problem-solving.

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Development Toolkit

LANGUAGES
TypeScript
HTML5/CSS3
C#
C++

FRONTEND
React.js
Next.js
Tailwind CSS
Responsive Web Design
Accessibility Standards (WCAG)

BACKEND
Node.js
Express.js
RESTful APIs
Database Management

DEVELOPMENT TOOLS
Visual Studio Code
Command Line Interface Tools
Package Managers
Browser Developer Tools
Debugging & Testing Tools
Git + GitHub

DEVELOPMENT PRACTICES
DevOps Principles (CI/CD)
API Integration
Performance Optimization
Security Best Practices
Agile Methodologies

PROFESSIONAL EXPERIENCE

Freelance Full Stack Developer
OCTOBER 2023 – PRESENT

Working both independently and with fellow freelancers, my aspiration to expand my development expertise has led me to seek contract projects & cultivate closer client relationships.

❯ Leveraging modern technologies and development principles to build engaging websites as an independent web developer.

❯ Fostering continued passion for learning and product development while using emerging tools in generative A.I. to deliver innovative experiences.

Co-Founder
GROWING GOOD CO., JANUARY 2021 - SEPTEMBER 2023

A journey of entrepreneurship in small-scale mushroom farming, from start-up ideation and founding to scale-up and product development.

❯ Engineered effective solutions to complex agricultural challenges, enhancing farm productivity and product yield.

❯ Integrated sustainable farming practices, minimizing environmental impact while maximizing efficiency.

❯ Fostered strong relationships with the local community, emphasizing our farm's role in supporting local ecosystems and economies.

❯ Personally fostered client accounts and managed the distribution of our mushrooms to local chefs and restaurants, establishing Growing Good Co. as a trusted name in culinary excellence.

Game Programmer
GAMELOFT, JUNE 2015 - OCTOBER 2020

Member of the development team for AAA mobile games UNO & Friends and Lego Legacy: Heroes Unboxed.

❯ Worked closely with game designers and UI & UX designers to bring wireframes, flows & mockups to fully functional interactivity, responsive for multiple device resolutions, and localization-ready for over 12 languages.

❯ Created sequencing and scripting tools to allow non-developers to customize game parameters and independently modify game subsystems.

❯ Contributed to systems architecture for complex gameplay problems with colleagues.

❯ Worked on developing Lego Legacy: Heroes Unboxed from inception to launch, over a period of 3 years.

❯ Routinely updated the UNO & Friends game server with new gameplay mechanics and performance improvements on a 6 week update cycle for 18 months.

EDUCATION & LEARNING

Bachelor of Arts in Computer Science
YORK UNIVERSITY, 2010-2011

Advanced Diploma in Game Programming
GEORGE BROWN COLLEGE, 2012 – 2015
GRADUATED WITH HONORS