

Dierdre Dixon

Full Stack Software Engineer

Mountain View, CA • 347-415-9421 • d@themadcalf.com

<https://www.linkedin.com/in/dierdredixon/>

<https://portfolio.themadcalf.com/>

As a developer, I have enjoyed building immersive interactive multimedia exhibits. I am currently targeting opportunities where I can leverage this experience and enthusiasm towards building engaging web applications.

Technical Skills and Applications

PRIMARY: Javascript, React, Redux, HTML, CSS, Express, Sequelize, PostgreSQL,

OTHERS: Unity 3D Game Engine, Adobe AIR, Processing, MS Office/Apple iWork Suite, Some Ruby, Photoshop,

HARDWARE: Phidgets, Arduino, IPac Ultimarc, Happ Controllers, Kinect Motion Sensor, 3D Printing

Project Highlights

MEET IN THE MIDDLE • GRACE HOPPER PROGRAM • Javascript, React, Redux, Google Maps API, Webpack, PostgreSQL
Co-programmed front and back end of a responsive web app that helps busy friends coordinate and meet up in real time.

NFL PREDICTIVE GAMING MINI GAMES • XPERIEL • ROX Proprietary no-code platform.

Built 3 mini game experiences that achieved 90% fan retention and engagement in our NFL Predictive Gaming mobile app.

AUDI WORLD CUP SCOREBOARD • AUDI • Adobe AIR Platform

Programmed the control interface for giant scoreboard made of 28 Audi cars stacked in a 9 x 5 grid of shipping containers.

Video: <https://vimeo.com/153016832>

YOU ARE THE OUTFIELDER • NATIONAL MUSEUM OF AMERICAN JEWISH HISTORY • Unity 3D Game Engine

Programmed a 3D immersive game with live motion tracking allowing visitors to move around catching virtual fly balls.

Work Experience

XPERIEL • INTERACTIVE PRODUCER

2017 - 2020

- Built immersive experiences using Xperiel's Rox graphical programming language and development environment.
- Provided regular testing and feedback that improved the development platform and increased developer efficiency.
- Collaborated with product, graphic & UX design and engineers at all stages of production.

FREELANCE MULTIMEDIA PROGRAMMER

2005 - 2017

- Built solid thoroughly tested multimedia applications from requirements docs and info from client consultations.
- Effectively resolved technical, design, and logistic challenges and delivering a wide variety of immersive and engaging projects.
- Collaborated with designers, and fabricators on concept development, interface design, user testing. Clients include: Audi, Game of Thrones Traveling Exhibit, Museum of Math, The Constitution Center, Childrens Museum of Manhattan.

TIERTIME USA • ONLINE STORE DEVELOPER, 3D PRINTING TECH SUPPORT AND REPAIRS

2014 - 2016

- Built and maintained Tiertime's USA online store using the open source e-commerce platform OpenCart.
- Repaired 3D printers and wrote technical support documents on use and maintenance of 3D printers.

AMERICAN MUSEUM OF NATURAL HISTORY • SENIOR MULTIMEDIA PROGRAMMER

2000 – 2008

- Programmed 24 permanent and traveling interactive exhibitions and immersive installations that conveyed complex scientific concepts to the general public. Collaborated with curators, scientists, designers, on all phases of production from ideation, interaction design, development, and user testing.

Education

Fullstack Software Engineering Immersive, Grace Hopper Program at Fullstack Academy, 2021

Master of Science in Human Nutrition, University of Bridgeport, 2010

Master of Professional Studies in Interactive Telecommunications, New York University, 1997

Bachelor of Arts in Communication Studies, University of California, Los Angeles, 1993

Non-Technical Certifications

Level 2 Coastal Kayak Instructor, American Canoe Association

Level 1 Standup Paddle Board Instructor, American Canoe Association