

Thomsen Cummings

Software Engineer

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Experience:

Software Engineer II • April 2021 - February 2023

Lunchbox Inc., New York, NY (remote from Philadelphia, PA)

- Wrote over 250 unit tests for a 500+ test React/Remix repo while onboarding 3 engineers to both Vitest and Playwright
- Onboarded 5 engineers to TypeScript best practices and converted half of an existing legacy codebase from JS to TS

Software Engineer • August 2016 - February 2018

Snaps Media Inc. (now Quiq), New York, NY

- Led development on client-facing React/Redux CMS SPA with AWS Cognito integration
- Implemented custom roles/policies system into frontend logic for fine-grained feature access and viewing
- Onboarded 4 engineers to React best practices

Currently:

Single-member owner of **Digital Probiotics, LLC**

Independent game development company working in C# and Godot.

Link: https://store.steampowered.com/app/2524000/Shop_Is_Done

Education:

- **App Academy** — 2015
- **Temple University** — BA, 2014

Skills:

Javascript, Typescript, React, Git, C#, OpenGL, Haskell, CircleCI, Docker