Zane Eshbarr

Web Developer at Google

Summary

- familiar with mobile-responsive email techniques.

- PNotify, a JavaScript notification library

- Pines/2be, a PHP framework

- PForm, a CSS/LESS form layout library

- able to create data-driven email by building modularized templates.

- experienced in creating web materials for agency and gaming industry.

- good at prioritize my projects & multi-tasking

- open minded, determined, independent, confident and strategic, creative ability to visualize

- reverse-engineer of underlying methodology for nearly any system & apply principles as-needed

- expert communicator with excellent ability to write persuasively and deliver authoritatively

- insatiably curious, taking every opportunity to improve knowledge, appreciation of achievement & logic

- desire to understand the principles behind the world & single-mindedly apply them in my projects.

- ideal fit involves a variety of tasks, clear structure, independence, goals & interrelated complexity

Experience

Web Developer at Google

May 2013 - Present

- Lead developer for internal communication, knowledge, and resourcing applications.
- Able to transform business requirements into high performance, compliant, secure systems.
- Viable Google infrastructure experience with App Engine, Golang, CloudSQL, and API's.

Software Engineer at Yahoo

November 2011 - May 2013 (1 year 6 months)

One of the technical leads for the Yahoo Finance homepage redesign. Influenced common practices to use, such as common CSS and coding styles. Implemented base styles and utility classes.

- Client side markup and scripting.
- Work with both PHP and Node.js stack for middle-tier between API/storage layer and client.

Software Engineer at Live Nation

March 2010 - November 2011 (1 year 8 months)

I helped sell tickets for the London 2012 Olympics!

I helped create and maintain a test automation system that basically acts a commit hook to run tests when developers check in changes (for continuous integration purposes). I wrote many of the functional tests to be used with this system. I also created a "browser lab" where QA and other developers can locally or remotely test client-side performance and compatibility of our sites across browsers and platforms.

I implemented security enhancements, fixed many functional and content bugs, thought up new features to yield better user experience, and was also involved in the requirements gathering and time estimation. I additionally authored or maintained a couple of small tools to help improve internal workflow and ease the lives of fellow developers and testers (like bookmarklets to do mundane tasks, enhancing of a remote deployment daemon). I also refactored and modularized the Olympics' client-side code to be more autonomous and extensible.

I also worked briefly on ticketmaster.com and livenation.com (which sneakily switched to Ticketmaster's stack after their merger). I made style changes, added enhancements, worked on feature migration and integration, and helped make sure these changes did not affect other sites on the same infrastructure (regression tested).

Web Developer
April 2009 - March 2010 (11 months)
Built and maintained a TVE enabled video portal (SPEED2.com) with multiple MVPDs, using Expression Engine platform, XHTML strict, JQuery library, CSS & CSS Sprites.
• Migrated American Idol ad services from Double click to Freewheel.
• Built multiple web services API for accessing Video Meta data using php.
• Designed and built a video library for HTML5 player and integrated with AdobePass authentication.
• Evaluated mobile application frameworks (Sproutcore, JQuery Mobile).
• Experience with BrightHouse, The Platform, Kaltura.
• Built the video portal section for Speed TV.com.
• Attended weekly meetings and reported on progress.

Education

Caltech
Bachelor's Degree, Computer Engineering, 2001 - 2005

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