

Cen M. Galdre

Web Developer

Core Development Skills

Javascript 10 years

REACT 2 years // Angular 5 years // Node 5 years // Backbone 4 years // Ajax 4 years

CSS 10 years

Less 4 years // Sass 4 years // Media Queries 5 years

PHP 7 years

CodeIgniter 2 years

Database 10 years

T-SQL/MSSQL 10 years // MySQL 6 years // MongoDB 2 years // NOSQL 2 years

HTML 14 years

Semantic 6 years // Responsive 5 years

Bonus Skills

Environments/Tools

Sublime // Postman // MSSQL Developer Studio // MS Visual Studio// MonoDevelop // NetBeans

UI/UX

Adobe Illustrator // Adobe Photoshop // Balsamiq Mockups // Mural.ly // Axure

Repository/Code Management

GitHub // Gitlab // Cloud Foundry // Bower // NPM // Bluemix

Communication

Slack // Skype // Remote Presentations and Remote contributor for 4+ years

Relevant Work Experience

March 2017- Nov 2017 • Senior Software Developer • Digital Harbor/Social Forms • Remote Office

- Drove initial development and release of Node.js and Angular 1.x application Forms Builder 1.0 and subsequent release 1.5 with a small agile team of developers
- Created forward thinking JS libraries, directives, modules, and services for core components in Forms Builder product
- Fostered creation of new development model using Slack to enhance agile methodology

Feb 2014 – Dec 2016 • Front - End Development Design Lead • IBM • Remote Office

- Lead the design and development of Project Showcase containing all assets, comments, and milestones for internal products built on Node.js, Angular, using Rest JSON services, CMS capabilities enabled through SSO login and MongoDB
- Lead Developer and Architect of Design Pattern Library 2.0 built on Node.js, Angular, using Rest JSON services, CMS system transferred to Git collaborative environment
- Lead Developer on Design Pattern Library CMS system built on PHP MVC CodeIgniter architecture supported by Backbone.js and jQuery with REST JSON Services running on LAMP stack
- Developed custom controls and functional prototypes using javascript Node, Angular, and Dojo depending on the development team and either LESS or SASS enhanced CSS
- Taught Design Thinking Methodology as well as use of Media Queries, Semantic HTML, and enhanced accessibility through the use of ARIA tagging

- Created and manage the Front-End development community for SmarterWorkforce
- Introduced SLACK to team for faster and more collaborative work experience
- Lead weekly Front-End development meetings to provide innovation and support to fellow remote developers

Aug 2011 – Jan 2014 • UI Developer/Designer • Kenexa an IBM Company • Lincoln, NE

- Developed UI infrastructure for new ASP.NET MVC architecture redesign
- Created javascript and jQuery controls for application developers to utilize
- Introduced and spread use of media queries, responsive elements, and semantic html
- Create UI assets using Adobe Illustrator and Adobe Photoshop
- Create UX workflow diagrams and presentations (Mural.ly, Axure)
- Build, manage, and present wireframes using Balsamiq Mockups and Powerpoint

July 2007 – July 2011 • Software Engineer • Kenexa • Lincoln, NE

- Lead Software Engineer on international survey projects
- Scripted, modified, and maintained SQL databases and stored procedures using MS 2005 SQL server
- Developed custom enhancements for client facing tools using ASP.NET C#, VB, and jQuery
- Corrected and enhanced existing system CSS to be IE9 compatible

Education

2003-2007 - B.A. Game Design • Hastings College • Hastings, NE

Unique Experience

2018 – Present • Developer • Dungeon Jam • Personal

Dungeons Jam is a collaborative RPG where the democratic action of a live chat chooses the actions of the hero. It is built on a MERN stack running on a remote server. The display is a local React app being broadcast directly to Twitch from a virtual display running chromium in kiosk mode.

2013 – Present • DM • Strong Ladies D&D • Personal

Nearly every week for the past six years I've wrangled a group of 3+ creatives into a Dungeons and Dragons campaign of my own setting. It's been run completely online the entire time using an evolving mixture of communication services Hangouts, Skype, Roll20, Scoot and Doodle, Streaming an Illustrator file to a virtual camera. strongladydnd.com

2016 • Team Building Manager • Remote

Ran a work-related Minecraft server for a summer team building challenge. Constructed the challenge, built a challenge tracking website and tutorial resource and taught sixteen designers how to play Minecraft and the finer points of maze and trap making.

2012 • Widget Developer • Desert Bus for Hope 7 • Remote

Created a custom dashboard experience for users to keep track of the many aspects of the Desert Bus for Hope Charity integrating the chat client, twitter streams, video feeds, and ongoing auctions using PHP, AJAX, jQuery, and JSON