

Chris O'Donnell

A Web Developer with a History in Game Design

ChrisCPO@gmail.com

717-712-4415

chriscpo.github.io

About me:

Designed, built and maintained RESTful, DRY and well-tested web applications using Ruby on Rails while adhering to TDD via Rspec and Capybara.

Environment: I develop on Ubuntu primarily in Vim. Communication with team via Slack, trello, and weekly standups. I am a strong advocate for peer-reviewed pull requests.

Technical Skills: Rails, Ruby, Rails Engines, Javascript, PostgreSQL, JQuery, React, RESTful API design & development, Heroku, Unreal Engine, Unrealscript.

Education:

Art Institute of Pittsburgh, Bachelors of Science in Video Game art and Design, Graduated in 2011

Experience:

Barefootcoders - Remote/ New York, NY

April 2015 - Present

Web Developer

Worked on various client projects, but not limited to:

- Vinous: wine critic review subscription service.
 - Stripe based subscription rebuild in a Rails 4 Engine.
 - API build out and maintenance(supporting mobile apps and other)
 - Push notifications for Apple and Android mobile apps
 - large amount of code refactoring and bug squashing
 - migrated Sunspot Solr to ElasticSearch
 - In December of 2016, VinousMedia acquired Delectable, I implemented most of the Vinous side of the merging/data sharing between the two applications.
 - Data maintenance.
 - feature implementation.
- Delectable: wine peer review application.
- Banquet: sales side of Delectable.
 - implemented admin features to integrate Vinous.
 - data synchronization.
- Slice: crowd investment application.
 - Led development of a Mobile API and Admin service.
- UGHE: led the development for a College Program Application process.
 - giant forms in Rails
 - Admin reviewer system for prospective students
- Odeeo: podcast web application.
- Equity Directory: exchange work for equity.
- Hypersign-wayfinder: a React based interactive tv building map application.
- Unnamed: initial spike of setting up a VPN server with freeRadius eap.

Chris O'Donnell

A Web Developer with a History in Game Design

Metis - New York, NY

September 2014 - January, 2015

Junior Web Developer

- Metis is an immersive backend web development program, instructed by thoughtbot developers.
- Complete programming challenges as well as recreated popular websites such as twitter, instagram, craigslist and others in Ruby on Rails.
- Rails, Sinatra and Javascript.
- Complete assignments individually and in group settings with a focus on error driven development.

Monolith - Pittsburgh, PA

August 2010 - October 2013

Project Lead

- I was the lead Designer/ Business director for a start up video game studio.
- Developed and brainstormed the project from initial conceptualization phase through demo level production.
- Created and developed story, level design and implementation using the Unreal 3 engine.
- Worked with state of the art industry standards and programs for an AAA game engine pipeline.
- Designed and developed the player experience and game mechanics.