Alex Earley

<http://devearley.github.io/>

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| 5700 NW 2nd Ave  Boca Raton, FL 33487 | (561) 324-6988  [AlexEarley@me.com](mailto:AlexEarley@me.com) |

### **Summary**

SOFTWARE DEVELOPER WITH A BACKGROUND IN MOBILE APPLICATION DEVELOPMENT, ENTERPRISE WEB APPLICATION DEVELOPMENT, AND EMAIL MARKETING CAMPAIGNS. PROFICIENT WITH C# OR PHP WEB SERVICES. OVER 10 YEARS EXPERIENCE WITH HTML, CSS, JS FOR FRONT-END DEVELOPMENT. ALEX IS A HIGHLY MOTIVATED INDIVIDUAL WITH AN ENTREPRENEURIAL SPIRIT.

### Experience

#### Crossmatch

##### Full-Stack Developer - July 2017 to Present

* Created UI mockups and prototypes in Figma
* Built multiple frontends with AngularJS and SCSS
* Implemented End to End testing with Protractor
* Designed Restful API with Nancy and ORM with Dapper
* Employed Domain Driven Design
* Integrated Google reCaptcha and Google OpenID

#### Jet Marketing

##### Design and Development - August 2016 to October 2016

* Created UI mockups in Photoshop
* Built multiple frontends with angularJS and custom CSS
* Interfaced with existing backend and services with PHP
* Integrated with xVerify email verification and ‘pixel’ tracking services

#### eCannex.com

##### Senior Developer, Founder - July 2015 to Present

* Built a frontend on angularJS and Material design by google
* Built backend using C#, .NET, Dapper, WebAPI, and MSSQL

#### G.L. Homes

##### Developer - July 2013 to April 2016

* Worked on enterprise software for managing construction schedules, integrating Microsoft Project with Aspose for .NET
* Built interface for JD Edwards services
* Built interactive 4K touch enabled video wall for The Bridges sales center using angularJS and CSS.
* Built CRM customizations using javascript and angularJS
* Designed interface for managing construction schedules using AngularJS, Bootstrap and CSS

#### Ultimate Software

##### Tech Star Intern - August 2011 to January 2012

* Worked primarily on classic ASP to ASP.NET migrations
* Built custom functionality for individual clients using javascript, jQuery, and ASP.NET

#### OneUp Games

##### Developer - May 2011 - August 2011

* Published iOS App, Baseball Connect
* Built prototype app in Objective-c using Cocos2d game framework.
* Migrated prototype to native cocoa app

### EDUCATION

#### Bachelor of Science in Computer Science

##### Florida Atlantic University, Graduated in summer 2013