

# Juan Orozco



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## Personal Summary

My wonder and zeal for inventing and exploring is at the core of my many passions. As a designer and wannabe engineer, I focused on Industrial Design. I also have a passion for writing, photography, and anthropology. Finding a world ripe with new exploration opportunities, I pivoted and turned to the web. I dove in with the aim of learning as much as possible in order to express all of my passions.

Through my diverse work experiences over the past ten years, I have honed my skills as a web developer; first as a server-side craftsman. I then moved on to front-end development and User Experience. Currently, I am focused on publishing and mentoring. Through the web I publish thoughts on creativity, web engineering, and gaming. I attend several local Meetups to learn and to mentor.

The web is still in a formative state, which encourages exploration and community. Within this dynamic, I continue to learn and participate in all aspects of web application development, self publishing through the web, and the sharing of knowledge.

## Objective

I am at my best when creating innovative, inspiring, challenging, and fun solutions within a respectful and creative company, alongside talented and friendly team members.

## Skills

### Languages, Data Formats

CoffeeScript  
HTML  
Markdown  
Pascal (Delphi)  
XML

CSS  
JavaScript  
MSSQL  
PHP

4D  
JSON  
MySQL  
Ruby

GIT  
Lua  
Node.js  
SVN

### Frameworks

CANJS  
Mustache  
RequireJS

DHTMLx  
PHPUnit  
Selenium

jQuery  
Pure CSS  
Underscore

jQuery UI  
qUnit

### Services & APIs

Bamboo  
Evernote  
Gulp  
Trello

Bower  
Firebase  
Jira  
WordPress

Confluence  
FishEye  
Mozilla Persona  
Yeoman

Dropbox  
Grunt  
OAuth

# Experience

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## Application Engineer at Knowledge Sharing Systems

Raleigh, NC; Nov. 2012 - Current

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PHP, 4D, Node.js, Selenium, PHPUnit, HTML, CSS, JavaScript

- Introduced versioning using Subversion and GIT.
- Spearheaded automated builds and integration testing with Selenium and PHPUnit using Bamboo.
- Improved core application MVC structure by creating a basic API and a more scalable MVC structure.
- Learned the 4D scripting language and API.
- General application engineering - creating and modifying modules for the flagship application and SaaS applications.
- Conducted research with end users.
- User Experience work included user research and interface design.

## Lead Web Developer at Maximum Processing

Garner, NC; Jun. 2011 - Nov. 2012

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Pascal/Delphi, MSSQL, HTML5, CSS, JavaScript, Selenium

- Lead project developer for multiple clients; managed milestones and issue tracking.
- Designed and built various portable and dynamic modules for core system that reduced developer time and bug tickets.
- Initiated and increased awareness of development best practices through training, company Wiki, and Code Snippet repository.
- Moved code base from in-house versioning system to more robust Subversion.

## Web Developer at City of Fayetteville

Fayetteville, NC; Jan. 2011 - Jun. 2011

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ASP.NET, VB.NET, HTML, CSS, JavaScript/jQuery

- Project lead on internal application for city employees that built dynamic forms.
- Responsible for websites including main landing site, the Police Department, and the Fire Department.
- Built custom responsive CSS and JavaScript frameworks for use on all city owned websites.
- Designed and implemented various interfaces for geographic data using GIS data and Google Maps API.
- User experience advising and mentoring with application developers and GIS developers.
- Utilized ADA-compliance and accessibility techniques.

## Application and Experience Engineer at End Game Studio

Raleigh, NC; Jul. 2005 - Current

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Front end technologies, Bower and Grunt for automation and builds, PHP and WordPress for backend and CMS.

- Full stack developer for private and commercial clients.
- UX Engineer - User research, interface designer, copy editor.
- Maintain web host server and WordPress CMS.
- Developed small web applications and tools to increase personal productivity and work-flow.

- Training on CMS, social media, and other tools

## **Technology Support Technician at College of Management, NCSU**

Raleigh, NC; Oct. 2007 - Oct. 2008

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- Supported classroom technology, student and faculty computing, and special event administration.
- Coordinated technology resources for lectures and presentations given by CEO's and other VIP's in 1500 seat auditorium.
- Deployed, supported, and repaired all faculty and student computing resources. Supervised volunteer students.
- Created documentation, scheduled training and recording sessions for video recording classroom.
- Consulted on design for upgrades and modification for instructional technology.
- Learned the Crestron Simple+ programming language; refactored and improved interfaces college-wide.

## **Education**

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### **Continuing Education**

Raleigh, NC, Winter/Sprint 2014

Various coursework on User Experience.

- User Experience Coursework on Udemy completed April 2014
- User Experience Class on Udacity completed April 2014

### **ITT Technical Institute**

Oxnard, CA, Fall 2004

Electronics Technology, Programming

### **Ventura College**

Ventura, CA, Fall 1999 - Summer 2004

Electrical Engineering, Architectural Drafting, Programming