

# Christopher Gamble

## Eagle Scout

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## Work Experience

### Software Developer at Stoneware (May 2012 to August 2012)

- Aided in selecting a new Java framework for future products
- Prototyped new product ideas in the selected framework to demonstrate feasibility and ease of use

### Software Developer at IBM (May 2011 to August 2011)

- Upgraded internal services to meet compatibility criteria and better serve visually impaired employees

### Software Developer at IBM (May 2010 to August 2010)

- Repaired and extended unit testing for several internal services

## Volunteer Work

### Software Developer at Child's Play Charity (February 2013 to Present)

- Developed a donation platform for staff to track global totals, and event organizers to track event totals
- Created live updating donation widgets with cross-browser and mobile support
- Implemented a fully featured REST API to encourage 3rd party development

### Software Developer and System Administrator at Desert Bus For Hope (May 2011 to Present)

- Developed a customized IRC server using Twisted-Python to integrate with the website user system and offer automatic identification for participants
- Created a custom web chat client to connect directly to the chat server without a proxy, while also offering event specific information
- Made a user system to help track donations and prizes per person
- Added an admin control panel, cutting administrative man-hours in half

## Personal Projects

### txsockjs

A library that allows any existing Twisted Python server to accept connections straight from web browsers through the websocket polyfill, SockJS. Also works well with websites written for Twisted Web.

### txircd

A fully featured IRC server written in Twisted Python that attempts to make it as easy to make your own IRC network as it is to make an IRC bot. It is currently being refactored to be more modular, and to support server to server connections.

### Sburb

A 2D walkaround game engine designed to allow creators to easily create interactive RPG-like games to further their stories. All assets and dialogue are defined in XML for ease of use; the storyteller doesn't have to touch any code at all. I primarily worked on the asset loading code, making the progress bar more meaningful, and the loading code more resilient to server failures. This allowed the game to fail less when the asset server is under high load, as it often was for the primary games created with the engine.

## Skills

**Web Development:** HTML5, CSS3, jQuery, Websockets, History API, Web RTC, Canvas

**Scripting Languages:** Python, PHP, Ruby, BF

**Databases:** MySQL, PostgreSQL, MongoDB, DynamoDB, DB2

**Compiled Languages:** Java, C#, C++, Assembly

**Frameworks:** CodeIgniter, Django, Flask, Jekyll

**API Integration:** Facebook, Twitter, Tumblr, Google, Yahoo, Microsoft, LinkedIn, Wordpress, PubNub, Mailgun, Twilio

## Education

Rensselaer Polytechnic Institute (2011 to 2013)

## Links

**GitHub:** <http://github.com/Fugiman>

**LinkedIn:** <http://www.linkedin.com/in/gamblecw>