GEOFFREY M. CRITTENDEN
WEB DEVELOPER / SOFTWARE ENGINEER

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Former Naval Officer and combat-seasoned aviator transitioned to software development. Over a decade of experience in leadership, management, planning, analysis, teaching and execution. Constantly seeking opportunities to grow as a software engineer.

RELEVANT SKILLS

Ruby on Rails, Sinatra, JavaScript, SQL, PostgreSQL, ActiveRecord, HTML, CSS, RSpec, TDD, Object-Oriented Design, Git, Leadership, Planning, Decision-Making, Communication

RECENT SOFTWARE PROJECTS

Kultur.com
• E-commerce video streaming website built around a library of culturally significant titles, targeted to a refined audience of arts and culture patrons and aficionados. Built with Rails, BatmanJS, MongoDB and many other technologies.

CityPulse.io | Source
• Visualizing data from eight APIs to display a current snapshot of activity across Chicago using many technologies (Ruby on Rails, Javascript, PostgreSQL, WebSockets, Redis, Pusher, APIs, TwitterStream, & Heroku).

shUR.Ly | Source
• A URL shortener built with Ruby, Sinatra, ActiveRecord, and Base64, deployed to Heroku.

EDUCATION & TRAINING

Dev Bootcamp | Chicago, IL | 2013
• Nine-week intensive software training program centered on developing web applications with a primary focus on Ruby on Rails.
• Particular attention was given to pair programming, group projects, and agile workflow.

M.S. - Digital Cinema | DePaul University | 2012
• Completely digital film & TV production focusing on the independent filmmaking model.

B.S. - Atmospheric, Oceanic & Space Sciences | University of Michigan | 2000
• Completed College of Engineering Core Curriculum.
• Concentrated in atmospheric technology, space systems design and orbital mechanics.

PREVIOUS PROFESSIONAL EXPERIENCE

Site Stability Engineer | Enova | 2014 - Present
• Monitor site stability and performance, troubleshooting incident root causes.
• Automate deployment, monitoring, management and incident response.

Software Engineering Apprentice | Big Astronaut | 2014
• Worked as a junior engineer on a team developing applications for clients. Implemented features and bug fixes as well as performed QA testing of features prior to release.
• Independently developed a personal application for periodic presentation and review.

Freelance Media Production Professional | IMDb Profile | 2009 - 2013
• Worked for numerous film, TV and web productions in multiple roles, including Producer, Production Manager, Camera Operator, Location Manager & Production Assistant.

Defense Contractor | BroadBay Group, Inc. | 2008 - 2009
• Operated airborne camera and provided aviation support for military units in training.
• Created an air-to-surface video streaming platform, utilizing RF and IP technologies, for clients to receive real-time video from in-progress operations.

Naval Officer / Combat Aviator / Flight Instructor | U.S. Navy | 2000 – 2008
• Over eight years of experience in leadership, management, instruction, learning, planning, analysis and execution.