James Dean

Application Developer

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EXPERIENCE

TerraDom Corporation, Colorado, USA — *Lead Programmer*

2003 - 2016

Developed and supported desktop software for the Oil & Gas industry, namely TerraVu 2 and Lithologic.

Developed a web application called Lithologic Photo to a high degree of maturity.

Regularly handled customer support requests for the company's software.

Assisted in marketing company software.

Provided excellent customer service by answering client's technical questions about software's use and deployment.

Periodically authored videos and images using 3D modeling software to demonstrate various concepts related to the software and other company projects, primarily for marketing purposes.

Provided technical support and administration of company computer systems and servers.

PROJECTS

transform-resolve-wildcard-import — *Babel Plugin*

2019 - https://github.com/JHawkley/babel-plugin-transform-resolve-wildcard-import

Contributed to a Babel plugin that transforms wildcard-style ES2015 imports into named imports. This project intends to improve code-splitting and tree-shaking optimizations of JavaScript bundlers.

Added support for ES2015 destructuring assignments and programmatic Babel options.

Removed some indirection in the original version, thereby making the output more intuitive and natural.

Made for Node 6.0+ and coded in ES2016.

CORE SKILLS

Programming Languages:
- C#
- JavaScript
- HTML
- CSS
- Scala

Framework Experience:
- .NET Framework
- .NET Core
- React
- Angular
- Backbone

Other Experience:
- Visual Studio
- IntelliJ IDEA
- Babel
- Jasmine
- Git / Github
- Autodesk Inventor
- 3D Studio Max

PROFESSIONAL INTERESTS

Desktop App Development

Web App Development

Game Development

SPOKEN LANGUAGES

English

resolve-imports-loader — *Webpack Loader*

2019 - https://github.com/JHawkley/resolve-imports-loader

A Webpack loader that attempts to resolve Harmony imports that are re-exported resources to their module-of-origin and improve Webpack's tree-shaking optimization by removing indirection caused by re-exports, with certain workloads.

Based on a Babel plugin called "transform-named-imports". Re-writing this plugin as a Webpack loader improves integration with Webpack's pipeline and allows it to support all possible rules affecting the modules.

Made for Node 7.6+ and coded in ES2017.

Website of James Dean — *Personal*

2018 - https://github.com/JHawkley/website-of-james-dean

A personal website, started from a basic template.

The template was bare-bones and did not support many of Next's features, so work was done to enable routing, code-splitting, and proper SSR support for static rendering of the pages.

Maintaines compatibility with IE11.

Features an interactive game-engine demonstration designed in a data-driven and functional style with action-lists to drive the behavior of an AI character.

Built on Next.js and React and coded in ES2018 via Babel.

Scala Game Engine — *Personal*

2017 - https://jamesdean.me/static/sge/index-dev.html

A 2D game engine that experiments with some of John Carmack's thoughts and ideas for an engine based on immutable data structures.

Features an Entity-Component System based on functional-reactive programming.

Coded in Scala, with ScalaJS support.

Platter — *Open-Source/Personal*

2015 - https://github.com/JHawkley/platter

A collision-detection engine optimized for platformer-style games.

Coded current version in TypeScript.

Lithologic Photo — *Mud-Logging Database*

2014 - For TerraDom Corporation

A web application for an online database system meant for cataloging and viewing photography of rock samples produced by mudloggers in the Oil & Gas industry.

Developed the front-end for the application, in cooperation with the back-end developer.

Integration was planned for Lithologic and the next major version of TerraVu, but was never released despite reaching a high level of maturity.

Built on the Ember web-framework and coded primarily in CoffeeScript.

Lithologic — *Mud-Logging Assistant*

2010 - For TerraDom Corporation

A desktop application to assist mud-loggers with their work and help standardize how descriptions of rock samples are produced. Proved popular with mud-logging companies for the purposes of training.

Featured the complete Dictionary of Geological Terms and a plethora of example photography in its library viewer.

Built on the .NET Framework and coded in C#.

TerraVu 2 — *Geosteering Software*

2003 - For TerraDom Corporation

A desktop application used for steering horizontal wells for the Oil & Gas industry. It assists geologists in creating maps that help the rig's engineers keep the well's bit within an intended layer of rock.

This software demanded stability and ease-of-use for our clients who tended to work on site at the oil rig at all times of the day.

Experimented with machine learning in this project to create a system to assist with log correlation.

Built on the .NET Framework and coded in C#.

PROFESSIONAL DEVELOPMENT

LeetCode — *Applied Practice*

Used to sharpen skills and test my capabilities and speed. Also found to be helpful for learning and reinforcing common data structures and programming techniques.