JOSHUA MORRIS

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Full Stack Web Developer with over nine years of experience creating web applications. Diverse technical background with well-developed skills in front-end and server-side development, responsive web design and procedural and object-oriented programming. Skilled problem-solver capable of addressing issues proactively and leading process improvements to serve users and clients. Expertise in PHP, Javascript, AngularJS, HTML and CSS.

PROFESSIONAL EXPERIENCE

Trion Worlds, Inc.   May 2011 – May 2016
Web Developer   Redwood City, CA
- Created websites for games as lead developer in the creative services group for a massive multiplayer online game space for role-playing and real-time strategy. Developed and launched websites for eight game titles using responsive web design and object-oriented design.
- Directed process improvements such as streamlining the user registration process by programming a single page application in AngularJS, Gulp, HTML, Node.js, Ruby and Sass. Efforts cut development time in half, improved the user experience and increased signup conversion by 8%.
- Conceptualized and prototyped UI/UX features for multi-branded websites. Results were used to determine final designs.
- Spearheaded quality assurance efforts and developed solutions to performance issues, including identifying a bottleneck in the frontend build and implementing a fix that improved speed by 250%.
- Developed content management systems supporting multi-regional and multilingual content using PHP and MySQL, resulting in reduced production time. Migrated from the previous solution and improved SEO and user experience for all targeted markets.
- Wrote extensions to integrate MediaWiki with Trion's CAS server for single sign-on authentication, allowing game players to access the wiki and contribute content without leaving the game.
- Mentored a team of 3-8 developers, leading peer reviews, training and professional development.

University of California, Davis   July 2008 – May 2011
Web Developer   Davis, CA
- Developed section 508 compliant websites by writing hand-coded HTML, CSS and Javascript for the University Relations department including the university's home page, annual report website, centennial website and Aggie Family Pack, providing information to 100K+ visitors.
- Designed and developed contest management software for Education Abroad photo contest that supported 500+ entries and calculated 100K+ votes. Subsequently expanded software to support videos and integration with YouTube API.
- Performed detailed website analysis using Selenium IDE to identify cross browser and accessibility issues. Results were used to resolve issues and optimize the user experience.

Minnick Web Services   Jan. 2007 – Mar. 2008
Web Developer   Sacramento, CA
- Developed web sites by collaborating on teams with clients, implementing object-oriented design patterns and following agile development strategies on contracted projects using HTML, CSS, Javascript and PHP.
- Created streamlined solutions for clients including a single sign-on system for Gamasutra.com, combining a third-party job listings site and two account systems into a single user account.
- Collaborated on projects to enhance the user experience and build engagement, including developing a social network for MyGDC game developer conference that provided user profiles and discussion boards as well as created a conference itinerary and facilitated meeting room reservations.
- Monitored and supported client websites and maintained 99% high availability uptime as well as coordinated routing maintenance for servers, work stations and software.

TECHNICAL SKILLS

Web Standards: HTML 5, CSS3, Javascript, AJAX, JSON
Languages: PHP, Sass/Scss, Ruby, Node.js
Frameworks: jQuery, AngularJS, Bourbon, Bootstrap, Three.js, WordPress, Zend Framework
Databases: MySQL, PostgreSQL, SQLite
Version Control: Git, Perforce, Subversion
Tools: Gulp, Grunt, Bower, Bundler, Bash, Amazon Web Services (AWS), Adobe CS (Photoshop, Illustrator, InDesign), Jenkins, TravisCLI,
Testing: PHPUnit, Mocha, Karma, Selenium IDE
Platforms: Linux, UNIX, MacOS, Windows, IOS, Android