

ANTHONY BAKER

WORK EXPERIENCE

THE MORRISON AGENCY **ATLANTA, GA**
Senior Web Developer 2015 to Present

U1 DESIGN/HOTHOUSE INC. **ATLANTA, GA**
Senior Designer/Developer 2005 to 2015

DELUXE LUXURY DESIGN **MONTREAL, QC**
Freelancer 2001 to 2005

MYBUTLER.COM **MONTREAL, QC**
Senior Designer 1998 to 2001

STILL CURRENT DESIGN **ATLANTA, GA**
Designer 1991 to 1998

SOFTWARE EXPERIENCE

ADOBE CREATIVE SUITE 5
Edge Animator, Illustrator, Photoshop Extended, InDesign, Flash, Dreamweaver, After Effects and SoundBooth

MICROSOFT OFFICE
Word, Powerpoint and Excel

EDUCATION AND TRAINING

UNIVERSITY OF MONTREAL **2003 TO 2004**
Internet Programming

ART INSTITUTE OF ATLANTA **1989 TO 1991**
Associates in Visual Communications

WEB SPACE

GITHUB PROFILE:
github.com/SuperFastCola

PORTFOLIO:
portfolio.deluxeluxury.com

PROGRAMMING EXPERIENCE

APPCCELERATOR
iPhone App currently in Alpha phase

NODEJS:
<https://github.com/SuperFastCola/nodeplay>
<https://github.com/SuperFastCola/node-site/blob/master/app.js>

JAVASCRIPT AND JQUERY:
<https://github.com/SuperFastCola/MusicManager>
<https://github.com/SuperFastCola/video/blob/master/video.js>
<https://github.com/SuperFastCola/Browser.js/blob/master/browser.js>

HTML 5 CANVAS GAME DEVELOPMENT:
<https://github.com/SuperFastCola/Ball-Thrower-Game-Code>

ANGULAR.JS:
https://github.com/SuperFastCola/dld_site/blob/angular/javascript/src/dld.v2.js
https://github.com/SuperFastCola/dld_site/blob/angular/index.html

BACKBONE.JS:
https://github.com/SuperFastCola/dld_site/blob/master/javascript/new_dld_v1.js

CHEF AND AWS OPSWORKS:
https://github.com/SuperFastCola/chefs_table

FACEBOOK API:
https://github.com/SuperFastCola/facebook_processing_ajax/blob/master/fb_ajax.php

GOOGLE MAPS API:
https://github.com/SuperFastCola/nextraq/blob/master/nextraq_test.js
https://github.com/SuperFastCola/street_view/blob/master/index.html

PHP/MYSQL:
<https://github.com/SuperFastCola/timezonehandler/blob/master/TimeZoneHandler.php>
<https://github.com/SuperFastCola/autodeploy/blob/master/DeployHandler.php>
https://github.com/SuperFastCola/db_connection_class

LESS:
https://github.com/SuperFastCola/less_is_more/blob/master/responsive.less

SASS:
https://github.com/SuperFastCola/dld_site/blob/angular/css/src/styles.sass

BASH:
<https://github.com/SuperFastCola/bashing>

OBJECTIVE-C:
<https://github.com/SuperFastCola/Superfastapp/blob/master/SuperFastCola/SpringyView.m>
<https://github.com/SuperFastCola/Superfastapp/blob/master/SuperFastCola/SuperSoundPlayer.m>

DEPLOYMENT EXPERIENCE

AWS LAMBDA/SNS/DYNAMO DB:
https://github.com/SuperFastCola/nodeplay/blob/master/sns_dynamo.js

AWS SIMPLE EMAIL SERVICE:
<https://github.com/SuperFastCola/email-sender-amazon>

OTHER AWS SERVICES:
S3, EC2, Route 53, Elastic Beanstalk, RDS

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SELECTED CODING PROJECTS

TEEN BEACH BEATS

Social Sound Mixing Board.

<http://teenbeach2.deluxeluxury.com>

Responsibilities:

UX design.

Full front and back-end development.

Responsive web development.

Mixing board development.

Challenges:

Using 3rd party howler framework to create mobile and IE9 compatible mixing experience.

Delivering a seamlessly looping background track.

Crab animation synchronization with tempo.

Social media sharing with dynamically generated urls.

CNNE VIDEO ON DEMAND SWEEPSTAKES

Sweepstakes entry site in NodeJS.

<http://cnnevod.deluxeluxury.com>

Responsibilities:

Full front and back-end.

Responsive integration.

Amazon Web Services setup:

Route53, EC2, Elastic Beanstalk, Dynamo DB, S3.

NGINX, NodeJS, PHPFPM setup and testing on staging servers.

Auto-deployment for staging versions from Bitbucket repositories.

Challenges:

HTML file parsing and tag replacement for tracking.

Safari caching issues.

Forever installation and run-levels configuration.

PLAY THE BOARDWALK:

Mobile and desktop (IE9 minimum) compatible

sweepstakes entry with gaming component.

<https://hothousesecure.com/playtheboardwalk/>

Responsibilities:

Game development.

Front-end development.

Technical and design requirements

Game development research - (looked into a few engines and decided I had to do custom work)

Challenges:

Hit detection.

Rotation calculation.

Sprite loading.

Javascript object memory management.

Mouse coordinates calculations for minimized and maximized window; each browser has slightly different calculations.

Mobile device testing and debug.