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

APPCELERATOR

iPhone app currently in alpha phase

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

WORDPRESS

https://github.com/SuperFastCola/wordpress_theme_customization/blob/master/functions.php

https://github.com/SuperFastCola/wordpress_theme_customization/blob/master/index.php

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

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

LESS:

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

https://github.com/SuperFastCola/less_is_more/blob/master/style main.less

BASH:

https://github.com/SuperFastCola/bashing

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 sychronization 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.