

ANTHONY BAKER

WORK EXPERIENCE

STARTUP GRIND Software Engineer UI	PALO ALTO, CA Current
THE MORRISON AGENCY Senior Web Developer	ATLANTA, GA 2015
U1 DESIGN/HOTHOUSE INC. Senior Designer/Developer	ATLANTA, GA 2005 to 2015
DELUXE LUXURY DESIGN Freelancer	MONTREAL, QC 2001 to 2005
MYBUTLER.COM Senior Designer	MONTREAL, QC 1998 to 2001
STILL CURRENT DESIGN Designer	ATLANTA, GA 1991 to 1998

SOFTWARE EXPERIENCE

ADOBE CREATIVE SUITE

Edge Animator, Illustrator, Photoshop Extended, InDesign, Flash, Dreamweaver, After Effects and SoundBooth

MICROSOFT OFFICE

Word, Powerpoint and Excel

EDUCATION AND TRAINING

UNIVERSITY OF MONTREAL Internet Programming	2003 TO 2004
ART INSTITUTE OF ATLANTA Associates in Visual Communications	1989 TO 1991

WEB SPACE

GITHUB PROFILE:

github.com/SuperFastCola

PORTFOLIO:

portfolio.deluxeluxury.com
portfolio.deluxeluxury.com/#illos

PROGRAMMING EXPERIENCE

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

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>

REACTJS

<https://github.com/SuperFastCola/reactjs-project/blob/master/app/components/main.js>

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

SASS:

<https://github.com/SuperFastCola/reactjs-project/blob/master/app/modules/styles.scss>

BASH:

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

WORDPRESS INTEGRATION:

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

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

ANTHONY BAKER

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.