Eli White resume@eli-white.com

http://eli-white.com

**OBJECTIVE**: Seeking a position enabling me to work on technology my future kids would ask what it was like to live without.

**EDUCATION:**

**University of Washington**, Seattle, WA **BS in Computer Science**

**PERSONAL PROJECTS:**

**JS - WhereTheyAt -** [*http://wherethey.at*](http://wherethey.at) **Aug 2014 - Present**

Track your friends’ most recent locations and home cities on a map. JavaScript, IndexedDB/WebSQL, FB API

**PHP - Saros Framework -** [*https://github.com/TheSavior/Saros-Framework*](https://github.com/TheSavior/Saros-Framework) **Sep 2009 – Aug 2013**

PHP MVC Web Framework; ACL, ORM, Composer and Heroku Support

**JS - DOM Tower Defense -** [*http://blog.eli-white.com/2013/04/javascript-tower-defense*](http://blog.eli-white.com/2013/04/javascript-tower-defense) **Apr 2013**

Javascript Tile TD game: A\* pathfinding in JS, CSS3 Transforms

**PHP, JS - FitBitSleepCharts -** [*http://blog.eli-white.com/2013/04/fitbit-sleep-charts*](http://blog.eli-white.com/2013/04/fitbit-sleep-charts) **Mar 2013**

Fitbit Sleep Data Web App; Displayed trends and statistical data. OAuth, D3

Created the officially recommended Fitbit PHP library. [*https://github.com/TheSavior/fitbitphp*](https://github.com/TheSavior/fitbitphp)

**PHP - Perfect Guy But -** [*http://perfectguybut.com*](http://perfectguybut.com) *(VERY NSFW)* **Feb 2013**

FMyLife style Startup Weekend project; Handled 4chan, reddit, 9gag, ebaumsworld traffic, 20k posts in 5 hours

**C# - Fishy -** [*https://github.com/TheSavior/GameStarter*](https://github.com/TheSavior/GameStarter) **Jun 2012 – Jul 2012**

XNA game chronicling the life of a growing fish; screen manager, 2D camera w/ momentum

**JS - Fifteen Puzzle -** [*http://sarosoftware.com/products*](http://sarosoftware.com/products) **Aug 2011 – Dec 2011**

Javascript Windows 8 App; Single page JS app, leaderboard, online competition

**Hardware - Fraternity Letters -** [*http://files.eli-white.com/letters/*](http://files.eli-white.com/letters/) **Mar 2011 - Sep 2011**

Backlit Waterproof Letters; Laser cut acrylic, automobile paint, firmware, color changing led strips

**Hardware - Music Visualizer** *-* [*http://www.youtube.com/watch?v=rnahGrcwZ9Q*](http://www.youtube.com/watch?v=rnahGrcwZ9Q) **Jan 2009 – Jan 2011**

**L**ight Tubes Synchronized to Music; circuitry, firmware (PIC18F4550), sound card sampling, FFT

**PHP, JS - WhiteBoard Discussion Board -** [*https://github.com/TheSavior/Whiteboard-old*](https://github.com/TheSavior/Whiteboard-old) **Mar 2007 – Sep 2010**

PHP Discussion Board; full stack from MYSQL to jQuery / Photoshop, 14k lines of code

**More Projects -** [*http://blog.eli-white.com/category/projects/*](http://blog.eli-white.com/category/projects/)

**WORK EXPERIENCE:**

**Plaster, Founder -** [*http://plaster.eli-white.com*](http://plaster.eli-white.com) **Jan 2014 – Present**

* Created a real-time collaborative drawing app written entirely in JavaScript using Google Drive’s Realtime API
* Focused on performance and cross platform support: iOS, Android, WinPhone, Chrome, Safari, Firefox, and IE
* Supported offline editing using Appcache and IndexedDB/WebSQL
* Built test tools with Buster and PhantomJS

**Airbnb, Front End Engineering Intern Jun 2013 – Jul 2013**

* Utilized WebRTC for users to scan official IDs for verification.
* Fixed compatibility and performance issues with Oxygen, Airbnb’s version of Bootstrap
* Built custom 404 and 500 pages, fixed localized rendering of dates and other page redesigns
* Lived in Airbnbs all summer, moving every two or three days to experience the product. [*http://blog.eli-white.com/2013/08/vagabonding-san-francisco-with-airbnb/*](http://blog.eli-white.com/2013/08/vagabonding-san-francisco-with-airbnb/)

**Google, YouTube for Xbox – Software Engineering Intern Jun 2012 – Sep 2012**

* Built a passive music video player Xbox application focused on the best experience for groups.
* Completed user studies for interface design.

**Microsoft, Applied Sciences Group – Research Software Development Engineer Jan 2011 – Jun, Sep – Jun 2012**

* Dev Lead for Mayhem, an open source application for personal automation connecting network events, hardware and 3rd party applications.
* Managed three full time employees, four contractors, two interns, and two Google Summer of Code Students and led team meetings.
* Designed the interface, architected the software, managed the code repository and issue tracker, and led the commercial marketing effort.
* Architected the online app store and its connectivity with Mayhem for installing and updating 3rd party modules.
* Presented at conferences: Maker Faire Bay Area, Maker Faire Seattle, TechFest, Faculty Summit, W/WL Tradeshow, and The Garage Science Fair.

**Microsoft, Windows Phone Services – Software Development Engineering intern Jun 2011 – Sep 2011**

* Developed Mayhem for Windows Phone.
* Collaborated with 3 Microsoft teams to build a prototype showcasing Mayhem’s use on a personal device.

**University of Washington, Computer Science and Engineering - Teaching Assistant Mar 2011 – Jun 2011**

* Taught 70 students web topics including CSS Box Model, PHP scripting, SQL statements, and JavaScript.

**Microsoft, ASP.NET (Razor) - Software Development Engineering Intern Jun 2010 – Sep 2010**

* Added to the membership and roles sections of the web security framework.
* Developed a helper for swapping styles and themes for web applications.
* Built a collaborative calendar as one of four template applications that shipped in WebMatrix.

**Teridian Semiconductor Corporation - Software Engineering Intern Jun 2009 – Sep 2009**

* Designed multi-threaded host applications for firmware testing and IC systems over serial and SPI.
* Applications controlled system watchdog, performed energy calculations, and accessed multi-bit and multi-byte registers.
* Helped troubleshoot firmware bugs, wrote a user guide manual, and demonstrated products to customers.

**University of Washington, Department of Technical Communication - Research Assistant Oct 2008 – May 2009**

* Assembled an interactive robot for human-robotic interaction research.
* Worked on mapping software to allow autonomous movement and navigation.

**MDY Industries, LLC (Glider) - Pather Developer and Support Lead Dec 2007 – Dec 2008**

* Collaborated with a team of 5 developing AI software (bot) that played World of Warcraft.
* Wrote a scripting language the bot interpreted to decide all parameters of its task.
* Built and sold subscriptions to a 3rd party web app that dynamically created the scripts the bots used.
* Wrote and supported official installation, usage, and detailed scripting guides.

**Power Software – Developer Lead Jun 2004 - Oct 2008**

* Hired and managed a team of four developers to build a discussion board system.
* Wrote sales contracts, sold copies of the discussion board, and provided consulting services.
* Averaged 210 downloads per day on a single program over a period of 6 months (~38,000 downloads).

**SUMMARY OF QUALIFICATIONS:**

* Proficient With: Javascript, C#, PHP, Node.js, HTML5, CSS, SQL, Git, ASP.NET, Visual Studio
* Familiar With: WPF, Ember.js, Backbone.js, Java
* Zend Certified PHP 5 Engineer

**OTHER ACTIVITIES:**

* Backpacked around the world for more than 9 months following summer and looking for delicious desserts
* Boy Scouts – Eagle Scout
* Founded Irvine, CA’s Parkour group and led a team of 7 during two years of training
* Brother in Upsilon chapter of the Theta Xi Fraternity
* Played on University Of Washington’s club ultimate Frisbee team
* Youth Swim Coach