Front- end Engineer (Contractor) Front-end Engineer (Contractor) Front- end Engineer with 14 years of Experience (Remote Only) Astoria, NY Build rich user experiences that feel smooth, perform fast and scale while at the same time embracing new technologies and applying them on the right applications.   (Remote contracts at this time only) Authorized to work in the US for any employer

Work Experience Front- end Engineer (Contractor) Bloomberg September 2014 to April 2017   Work in the R&D department testing different technologies such as Angular and React to use in the new architecture of upcoming projects   Co-suggested and successfully implemented Agile process in our team using JIRA/Confluence software   Setup acceptance test using Cucumber/Capybara and helped to drastically reduce the amount of bugs in production   Build the UI for the Customer Service Center using React.js and Bootstrap   Use Node.js middleware to standardize backend services into one unified API.   Architected the front- end application using React (Later Flux was introduced)   Migration of a 11 year old application to a new modern architecture   Maintain existing portal while working on the next generation, which merges five different Applications that expand 11 years.   Introduce other tools such as Lint (Later switched to ESlint) and SASS Front- end Engineer (Contractor) Equinox October 2013 to September 2014 Maintain mobile application built in Backbone and used by trainers to create appointments, notes, etc.   Convert existing websites to responsive web design using Bootstrap 3   Introduced the team to tools that improve front- end development such as SASS and KSS   Created styleguide documentation generated by CSS comments using KSS for current projects   Introduced the team to GruntJS and moved many of our dev tasks to it Front- end Engineer (Contractor) Amplify May 2013 to October 2013 Leading initiative to standardize the UI in a team of 60 developers split across 8 independent projects.   Build reusable UI components using Angular.js directives   Write unit tests for existing services, controllers and directives using Jasmine + Karma   Created styleguide documentation generated by CSS comments using KSS   Introduced the team to tools that improve front- end development such as SASS and KSS. Front- end Lead Engineer NBCUniversal, NBC News Digital 2010 to March 2013 Redesigned implementation of a ten-year-old forum into a responsive, HTML5, CSS3, Drupal site that uses SASS for better, more maintainable CSS.   Implemented a more robust MV*/AMD based

JavaScript library in Drupal that can support more large scale JavaScript applications than the core Drupal.behaviors   Optimization of large client side applications by using better minifiers, loading on demand when rarely used via AMD, lazyloading images and ads and improving frontend caching with ESI fragments/Akamai and Varnish optimization   Mockup of backend data to allow for fast development while the backend team works on the actual backend APIs.   Research & Development of latest front- end technologies   Implementation of JSDOC3 to auto generate documentation out of classes and method's comments   Provide leadership, code reviews and code standards to a group of engineers from around the world   Work closely with ux and designers to deliver the pixel perfect sites   Occasionally helping the backend and sys admin teams debug critical issues that may hold up a release or are impacting users.   Integration of third party libraries such as Gigya, Badgeville, Omniture, Echo, and Daylife.   Support some of the NBC components such as Astrology, CNBC and iVillage Front- end Developer Internet Information Delivery Corp 2009 to 2010 Developed a front- end AJAX/JSON driven booking system with jQuery for small inns & hotels with the goal to set new standards in the industry using web 2.0 technologies and open flexible APIs.   Developed a JavaScript template that allows for organized execution of page level scripts, which get wrapped in objects that mimic the body id or url location. This makes it easy to build large web apps that load all JavaScript at once but only executes the necessary bindings/functions and variables on a per page basis. This template also enforces some syntax guidelines for consistent clean JavaScript/CSS/HTML.   Developed high- end non-table availability calendar where innkeepers can see their availability in all rooms by month, weeks, make bookings, create holds and check in guests.   Wrote custom CSS Framework that facilitates fast cross browser development. Kept theme/skin and widgets styles on a different file for better management and debugging.   Load/speed optimization by minifying and compressing all JavaScript and CSS and creating a CSS Sprite of the skin, which reduces http requests from 40 to 3.   Wireframed & designed the entire booking engine using Illustrator & Photoshop   SEO Optimization for search engines Google and Bing   Built video application using YouTube's GData API so users can upload, edit, delete videos from our site to YouTube to help build SEO presence as well as preserve

bandwidth   Built system that lets innkeepers rectify their inn location if it's wrong by dragging a marker or entering the Latitude and longitude coordinates using the Google map API.   Created custom plugins to replace some bloated/limited jQuery UI plugins   Created and Optimized database queries for some existing products Front- end Developer Ops Divina 2003 to 2009 Involved in the design and production of web sites made in XHTML, JavaScript, CSS, PHP, Flash for companies such as Newsweek, Travelzoo, OCRF & Yahoo   Set up and develop themes, modules and plugins for popular content management systems and commerce sites such as Joomla, Wordpress, Mambo, OSCommerce and Drupal   Development of commerce sites using OSCommerce and VirtueMart, as well as, in-house developed commerce sites.   Create Flash Applications for the Web, Web Ad Campaigns, Flash communication with PHP and MySQL, Visualizations, CD-ROM, projection, etc. Education B.F.A in Computer Arts/Interactive Media School of Visual Arts - New York, NY 2001 to 2005 B.F.A in Liberal Arts Molloy College 1999 to 2001 Skills Javascript (10+ years), JQuery (8 years), Cucumber (3 years), Angular.js (1 year), React.js (1 year), Linux (8 years), Agile (6 years), Testing (6 years), CSS (10+ years), CSS3 (3 years), HTML (10+ years), HTML 5 (3 years) Links http://www.linkedin.com/in/sam3k http://www.sam3k.com https://www.instagram.com/sam3k_/ https://twitter.com/sam3k_ Additional Information Technical Skill   JavaScript: jQuery, Require.js, Angular.js, React.js, Backbone.js, Marionette.js, jQuery UI, UnderScore.js, Mustache   Cross-browser HTML5, XHTML1, HTML4, CSS2, CSS3   MV* architectural patterns in JavaScript   Asynchronous Module loading using Require.js-AMD   Mobile responsive design with CSS3 & Modernizr   Build an entire application (End-to- end) in JavaScript using Node.js, jQuery, Backbone.js, Require.js, Mustache & CouchDB   DOM Manipulation, Event delegation, cross-domain policies, page load optimization   Testing using Jasmine, Karma and Cucumber/Capybara   Libraries & Open Source Software   Angular.js, React.js, Flux, Backbone.js, Marionette.js, Require.js, jQuery, Underscore.js, jQuery UI   SASS/Compass, Bootstrap, Normalize.css, HTML5Boilerplate, Font Awesome   Jasmine + Karma   Node.js, NPM, Express.js, Jitsu,   Drupal (Theming, panels, views & basic module development)   Wordpress (Theming) Toolbox   GIT & SVN   Mac OS, Terminal (iTerm2), Tmux, VIM, Homebrew & Node.js   Chrome's

console, Charles, VMWare, YUI Compressor, JSHint, Grunt/Gulp, Browserify   Performance: YSlow, GTMetrix, Gomez Reports, dynaTrace AJAX Edition, JSPerf   Cordova: Xcode + iOS Simulator + Safari console for iphone debugging   Android SDK + Emulator + Chrome remote debugging   Photoshop, Illustrator   Some Experience   PHP (Kohana, Code Igniter & with some MVC)   SEO Optimization   Akamai, Varnish & ESI Fragments   CouchDB (very basic stuff)   APIs Omniture, Gigya, YouTube, Google Maps, Brightcove   Skills that make me a better Front- end developer   Deep knowledge and passion of User Interfaces (UI) & User Experience (UX)   Love of typography   Traditional drawing skills   Experience in traditional, two-dimensional, tri-dimensional and Flash (timeline and tween based) animation   Some web design skills   Video game level, character, and GUI design

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