

UI Developer UI Developer UI Developer - Raytheon Ellicott City, MD Web based UI developer with over 14 years experience designing and developing single page applications in a variety of different technologies. I work closely with Systems Engineers, Usability Engineers, Test Engineers, and Service tier developers to produce functional, user friendly UI's. In-depth knowledge and experience writing applications that utilize REST API's, using both AJAX and JSON technologies. Before I started developing UI's I wrote stand-alone applications in C++ and Java for a variety of customers.

I work well independently and as part of a team and can quickly come up to speed on new technologies. Authorized to work in the US for any employer Work Experience UI Developer Raytheon - Annapolis Junction, MD September 2009 to Present Design and develop UI's for various web based applications. Collaborate closely with system engineers and usability engineers for guidance on the functionality of the UI. Practice Agile software development, including daily scrums, for rapid prototype development and to be responsive to customer needs. Team with service tier to ensure data is correctly transmitted between front and back ends of the application.

Extensive experience with JSON encoding/decoding to communicate with RESTful endpoints and web services. Deploy applications to Tomcat web servers. Web frameworks used varied over the years from Flex to Ext JS 4.x to Ember. Work on and maintain multiple projects simultaneously. IDE: Eclipse, Flex Builder, NetBeans, or Atom depending on which technology/platform being used. Develop on both Windows and Unix OS on local machines and Virtual Machines. Source control: Subversion and Git. Currently, I am developing a new application in Ext Js 4.2 while maintaining two applications that I previously wrote: one in Flex and one in Ember. UI Developer AT&T Government Solutions - Columbia, MD June 2004 to September 2009 Designed and developed multiple UI's mostly using JSP's, struts, Servlets, and Applets.

Collaborated with system engineers to establish application functionality and worked both independently and as part of a development team. Deployed applications using Tomcat web servers. Supported the service tier using Java and accessed Oracle databases as needed per development requirements. Java/C++ Developer Lockheed Martin - Landover, MD July 1995 to January 2002 Involved in the full software lifecycle of software development. Designed,

developed, and unit-tested object oriented C++ software in a UNIX environment on Sun workstations. Extensively used Rogue Wave Tools.h++ class library. Worked with system engineers to establish requirement and fellow developers to design the object oriented work flow. Participated in team code reviews to reinforce best-practices and share coding styles. Education Bachelor's in Computer Science UMBC - Catonsville, MD 1995 Skills Front End, Javascript, Front-End, Node, UI

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