

work experience

TINITT

LEAD DEVELOPER/CO-OWNER — JAN 2012 to PRESENT — tinitt.com

Working as development lead and main code writer for TINITT. Responsibilities include: WordPress theme and plugin development, continuous integration system development, server setup and management of the development team, providing technical analysis of timeframes and feasibility. Experience in managing the development of large, complex sites with interactive features on the front end and data-rich analysis tools on the back end. Example: brebeuf.org

Ramblingwood

OWNER/FOUNDER — 2007 to PRESENT — ramblingwood.com

Designed, coded, and delivered several dozen projects, helping clients through the entire process of website and iOS development both from scratch and modifying an existing system. Working with WordPress, custom built CMS's, CMS-free sites and existing iOS apps.

Duxter, Inc.

MINECRAFT SPECIALIST — 2012 to PRESENT — duxter.com

Hired as a specialist in extracting and transporting internal Minecraft data over the network to help enhance the Duxter social network and to create a social aspect of Minecraft that has been non-existent in this way until now. This includes Minecraft mod/plugin development and consulting development of the first iteration of the Duxter API.

Interactive Intelligence, Inc.

SOFTWARE ENGINEER INTERN — SUMMER 2012 — inin.com

Designed, architected and implemented version 1 of the Mobilizer platform for the Windows 8 tablets and desktops. The Mobilizer platform allows for rapid deployment of native applications to Android, iOS and now Windows 8 through the use of a easy to use, well documented domain-specific language.

Rare Bird, Inc.

WEB/IPHONE DEVELOPER — SUMMER 2011 — rarebirdinc.com

Worked primarily as a web developer and iPhone developer during a summer internship, working on client projects, developing reporting tools that integrated Google Analytics with ExactTarget and developing in-house tools. Clients included Harvard Medical School and UIndy.

projects

Adminium for iOS

RELEASED JULY 2011 — 7,500 sold — adminiumapp.com

Native iOS app for managing and controlling multiplayer servers for the game Minecraft. More than 7,500 copies sold. 4.5 star average after 500 reviews. Utilizes JSONAPI, see below for details.

Edline for iOS

RELEASED FEBRUARY 2012 — alecgorge.com/edline

Native iOS app that allows for students and parents who's school uses Edline (similar to Blackboard) to check grades, view assignments and view the calendar. Over 110,000 downloads. Leverages edline-api, see below for more details.

code

jsonapi

github.com/alecgorge/jsonapi — 92 stars, 28 forks — mcjsonapi.com

Provides access to a Minecraft server's data and other information via a simple, secure, and very robust HTTP, Socket and WebSocket API. Data is also available via HTTP POST pushes and in realtime. Backs thousands of awesome websites, iPhone apps, and servers. Over 70,000 downloads. Over 170 API methods/realtime streams.

edline-api

github.com/alecgorge/edline-api

Wraps a complex data-scraper for edline.net in a clean HTTP, JSON-based API. Very horizontally scalable, makes extensive use of a mem-cache server for high performance caching. Handles 300,000 API calls per week on less than 1GB of total memory. Powers the Edline app for iOS (see above).

other

Purdue University, West Lafayette

BS COMPUTER SCIENCE — FALL 2012 to SPRING 2016 — 2.81 GPA

Eagle Scout, Boy Scouts

AUGUST 2010 — ONE BRONZE PALM

Board Member, Net Literacy, Inc.

MARCH 2009 to PRESENT — ADVISOR FOR MOBILE AND WEB PRESENCE