

ANTHONY ROLDAN

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SKILLS

- Full web/mobile stack design and development: HTML, CSS, JavaScript, JQuery, Python/Django, Appcelerator Titanium, Java/Android SDK, Flash/ActionScript, Photoshop, Balsamiq Mockups, Eclipse, Git, SVN

WORK AND PROJECT EXPERIENCE

HUBSPOT / CAMBRIDGE, MA

APRIL 2012-PRESENT

MOBILE DEVELOPER

- Currently building HTML5/CSS3/JavaScript/PhoneGap based mobile apps for iOS and Android
- Also responsible for building and maintaining Java and Python/Django based backend services for push notifications, view-specific APIs, and authentication

SECOND GLASS / BOSTON, MA AND SAN FRANCISCO, CA

JUNE 2010-DEC 2011

VICE PRESIDENT OF TECHNOLOGY/DESIGNER/DEVELOPER

- Lead a 2-3 person engineering team through the entire design process from product conception to UI design and mockups in Balsamiq to detailed technical design to completed application
- Architected web/mobile design and backend infrastructure in Python/Django/PostgreSQL on the web side and Appcelerator Titanium for iOS and Java/Android SDK on mobile, creating a site with over 8,000 users and 45,000+ wine reviews
- Designed and wrote a custom event ticketing and HTML5/JQuery check-in system, used to sell and process over \$250k worth of tickets in 2011
- Prepared real-time infographic displays and ran Front of House at 1,000+ person wine events around the country

QUICKWARE ENGINEERING AND DESIGN / WALTHAM, MA

JUNE 2007-JAN 2011

ELECTRICAL ENGINEER

- Designed, implemented, tested, and verified custom logic emulating PDP-11 computers and peripherals, including memory, display, and system bus controllers in VHDL, deployed on Virtex-5 FPGAs in a nuclear power facility
- Created an assembly language for a control panel, an assembly interpreter in Adobe Flash for rapid iteration on code and UI (yes, really!), then built a hardware device to run that language

PROJECT BEST IDEA EVER / BOSTON, MA

JULY 2005-JULY 2010

FOUNDER/EVENT COORDINATOR

- Conceptualized, marketed, and executed a series of ambitious and wacky July 4th rafting trips on the Charles River

FRANKLIN W. OLIN COLLEGE OF ENGINEERING / NEEDHAM, MA

MAY 2008

TEACHING ASSISTANT, PRINCIPLES OF ENGINEERING

- Helped students through the design process of mechatronic systems, including circuit design, embedded C development on PIC microcontrollers, debugging of electronic systems, and presentation of concepts and work

ADMISSIONS OFFICE DESIGN BUILD COORDINATOR (2007)

- Lead and managed a team of 22 people in brainstorming, prototyping, and executing an admissions design activity for 180 Olin candidates

EDUCATION

FRANKLIN W. OLIN COLLEGE OF ENGINEERING / NEEDHAM, MA

MAY 2008

BACHELOR OF SCIENCE IN ELECTRICAL AND COMPUTER ENGINEERING

- Coursework included Software Design, Principles of Engineering, Software Systems, User Oriented Collaborative Design, Signals and Systems, Human Factors and Interaction Design, Computer Architecture, Embedded Systems Design, Analog and Digital Communication, Immunology, Issues in Leadership and Ethics
- GPA 3.7/4.0