

Ashlin Garrett Allen

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ABOUT ME

I'm a full-stack web developer with a focus on front-end development. I have a keen eye for standards compliance, a nose sensitive to code smell, I like to keep things DRY, and I am a huge stickler for clean, well-formatted, readable code. In my free time I enjoy hiking and producing music in Ableton Live.

Recently, I spent a lot of time working to build my portfolio site as a living resume which speaks to my craftsmanship on all aspects of development. You can find my portfolio site here:

<http://ashlinallen.com/>

I am seeking a position with a forward-thinking, flexible company which values its employees and has a great work/life balance. Though I would be most comfortable continuing to work with the technologies I'm already familiar with, I would value the opportunity to make Node.js and Web API daily staples in my repertoire. I'm particularly interested in opportunities related to games development and music production.

- **Webforms Markup:** <http://ashlinallen.com/files/codesamples/default.aspx.txt>
- **JavaScript:** <http://ashlinallen.com/files/codesamples/main.js>
- **LESS/CSS:** <http://ashlinallen.com/files/codesamples/site.less.txt>
- **Custom Webforms Control:** <http://ashlinallen.com/files/codesamples/ButtonLink.cs.txt>

GENERAL EXPERIENCE

I first wrote HTML back in 1996 and built several personal websites before entering web development professionally in 2007. My professional career started out with 4 years working with design comps and client brochure sites, and my most recent 4 years have been primarily focused on software as a service (SaaS).

- 8 years working daily with HTML, CSS and JavaScript in a professional capacity.
- 8 years of cross-platform and cross-browser testing, targeting solutions to handle system configurations ranging from Windows XP + IE6 to OSX Yosemite + Safari, as well as mobile development and testing.
- 6 years developing and debugging ASP.NET Webforms applications in C# using Visual Studio .NET, T-SQL and SQL Server Management Studio. My first foray into .NET was back in 2004 and my first public code sample is still online, here: <http://goo.gl/Hf6hnx>.
- 5 years of experience developing custom jQuery for interaction and visual effects.
- 4 years working in an Agile development environment with Scrum.
- 2 years of experience developing in PHP, MySQL, Classic ASP and Access Database development.
- Daily experience with Visual Studio, C#, ASP.NET Webforms Page and Control Lifecycles, Git, GitHub, LESS/CSS, HTML, JavaScript and jQuery.
- Frequent exposure to Linq, Regular Expressions, Embedded Fonts, Font Icons, CSS Sprite Sheets, AJAX, Google Analytics, Google AdWords, GSAP, TimelineMax, FancyBox, TinyMCE, responsive design using Media Queries, feature Polyfills and CSS Resets.
- Some experience with, and developing my skillset for: MVVM frameworks (AngularJS,) Bower, Gulp, Node.js, Bootstrap, .NET Web API, OWIN, OAuth2, EF6, Javascript Module Pattern, Prototyping, Closures, RequireJS, SVG Filters and SVG animation.
- Experience using issue trackers (FogBugz daily, some experience with Trac.)

Web Developer | Loop Management (AutoLoop.net)

May 2011 - August 2013 (Full Time) | Clearwater, FL
August 2013 - Current (Contract) | Seattle, WA

I work primarily in ASP.NET Webforms and occasionally in ASP.NET MVC to update and maintain the AutoLoop line of products. I work daily in C#, HTML, CSS/LESS, Javascript, jQuery, SQL changescripts and stored procedures throughout the applications to generate new features and troubleshoot, solve and fix bugs whenever necessary.

During my employment at Loop, I've written console and desktop apps, created new Webforms pages and Custom Controls, worked occasionally in MVC, rebuilt the master page structure to give more functionality, implemented a uniform error feedback system throughout the app, engineered solutions to reduce redundancy in many places, implemented Javascript and CSS bundling, converted many thousands of lines of CSS to LESS and converted email creative to outlook-compliant emails which are viewed by millions of people daily. I am responsible for generating page and report mockups in Balsamiq and/or Photoshop, and live mockups with real datasets for review by OEM executives from companies such as Subaru, Mercedes and Toyota. I have some exposure to AngularJS, but it has not been a focal point of my daily responsibilities.

I also constructed the previous iteration of AutoLoop's brochure site, which can be found on the Wayback machine: <http://goo.gl/FNfBbY>.

Developer | GMusic (gmusic.codeplex.com)

August 2011 | Clearwater, FL

Now defunct, Google Music Player was an unofficial .NET C# Windows Desktop app I created to allow users to run Google Music inside a standalone windows desktop app, removing web browser dependency as well as adding media key support, a mini player and minimize-to-tray feature.

It was featured by [Lifehacker](#) and [AddictiveTips](#).

Web Developer | SurelllDrawThat.com

April 2011 - August 2011 | Clearwater, FL

I built this site from scratch in ASP.NET Webforms, C# and T-SQL using the ASP.NET Membership system, with jQuery and AJAX giving some nice usability interactions and avoiding postbacks when appropriate. The site featured a Reddit-style up/downvote system and Tumblr, Facebook, Google Checkout and AdWords integration. Unfortunately this site is no longer online or available via Wayback.

Web Developer | Netstuffers, LLC

April 2011 - May 2011 (Contract) | Clearwater, FL

I worked in PHP, CSS, HTML and JavaScript to generate updates, improvements and additions to a custom built PHP CMS called NetNinja (created by NetStuffers.) This was my first experience with Git.

Web Developer | Mandalay Solutions, Inc. (MandalaySolutions.com)

April 2007 - April 2011 (Full Time) | Clearwater, FL

At Mandalay Solutions, I was the sole developer. Tasked with creating client sites to requirements using ASP, PHP, MySQL, ASP.NET Webforms, C#, T-SQL, HTML, CSS, JavaScript and jQuery. We were building interfaces with stringent cross-platform and cross-browser compatibility requirements in the period of widespread IE6 use and during the early days of mobile development. I was also responsible for testing Mandalay Solutions' sites for visual (CSS/HTML) and interaction (JavaScript and jQuery) issues across platforms/browsers that account for the majority of the user base. During my time at Mandalay Solutions, I integrated several solutions into a CMS which went on to serve as the primary platform for Mandalay Solutions' future sites, including MandalaySolutions.com.

You can find the version of the Mandalay site I built in the Wayback machine, here:

<http://goo.gl/NQ3pzY>, and their portfolio (which had some cool jQuery effects for the time,) here: <http://goo.gl/PJcEz0>.

Web Developer | Fantastic Sams of Florida (FantasticSamsFlorida.com)

February 2011 - August 2011 (via Mandalay Solutions) | Clearwater, FL

Built from the ground up in ASP.NET Webforms and C#, including a forum and user/admin system to allow Fantastic Sams franchises to communicate with the home office and discuss their work issues internally. I was also tasked with creating printable order and inventory forms which must display identically in print and web formats. You can find the version of the site I built in the Wayback machine, here: <http://goo.gl/pIYJUv>.

Web Developer | Global Synthetic Ice, Inc. (GlobalSyntheticIce.com)

December 2008 - May 2011 (via Mandalay Solutions) | Clearwater, FL

This was my first custom ASP.NET Webforms site. I worked in HTML, CSS, ASP.NET Webforms, C#, ASP.NET Membership providers, T-SQL and jQuery to create a multi-lingual CMS from the ground up. The site featured URLMapped CMS pages to create a routing system like MVC, page approval system with user roles, page review system to allow admins to suggest changes to content, show/hide pages based on approval and allowing users to set their own top-level domain and domain-based custom translation to 14 languages.

You can find the version of the site I built in the Wayback machine, here: <http://goo.gl/128II0>.