

# JACK SENECHAL

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## INTRODUCTION

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My ideal workplace has a vibrant environment of innovation, a strong team practicing Agile methodologies, and a culture of excellence. It is more than a day job, it is a platform to launch big ideas. I bring years of industry experience, an appetite for challenges, and a broad understanding of the technological landscape.

I am an engineer with a passion for humanity. I wish to build lucid tools to help navigate the rapid changes lying ahead in society, technology and the environment. To that end I have a deep interest in distributed systems, engineering for emergence, standards and open infrastructure, and tools that facilitate collaboration, communication, and education. I value foresight, innovation, multidimensional thinking, and appropriate application of technology. I am existentially intolerant of the status quo.

## INDUSTRY EXPERIENCE

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Lead Developer, Co-founder, Pegg - 2014 - current

- Development and architecture of a cross-platform mobile game targeted at iOS and Android via PhoneGap. Famo.us/Flux front-end, Parse/Node backend, Firebase for realtime notifications and chat.
- Task prioritization and management using Pivotal Tracker, Git workflow, testing and continuous integration.
- Developing launch strategy, optimizing for scalability and reliability, setting up processes and workflows to enable rapid response to issues.
- Collaborating closely with founders on product design, monetization strategy, marketing strategy, as well as contributing to the company's mission, vision, and governance models.

Founder, OpenTest Pro, LLC - 2008 - 2011

- Founded the company to provide educational resources relating to automated testing and continuous integration using open source tools in a PHP environment.
- Activities include technical writing, web application development in Ruby on Rails and Flex, studio voiceover recording, and project management.

Web Developer, OnForce, Inc - New York, NY 2006 - 2007

- Introduced automated testing and continuous integration. Implemented comprehensive test suite for the public-facing API.
- Project managed the implementation of Salesforce throughout the company, and oversaw the administration of the application.
- Integrated OnFoce platform with Salesforce APIs to provide up-to-date customer information for sales and support teams.

Development Lead, JBA Network - Asheville, NC 2003 - 2006

- Project manager and lead programmer for [mynewsletterbuilder.com](http://mynewsletterbuilder.com). Architected and implemented the initial release, and later oversaw the development team for the project.

- Developed a modular, evented, MVC programming framework in PHP.
- Concept development, project management, and programming for other company products and services, including [www.jukeboxalive.com](http://www.jukeboxalive.com) and [www.byregion.net](http://www.byregion.net).
- Systems administration and networking (Linux, Windows).

#### Misc. Consulting

- Rapid prototyping of global-graph technologies using XDI. Integration of XDI services with existing Ruby on Rails application. Launched beta cloud name service based on XDI and Node.js.
- [Superluminal Systems](#) - Helped to develop and launch the first client site based on the Superluminal Learning Management System. Collaborated on innovative user interface elements using D3 and CoffeeScript. Wordpress plugin wrangling, development and customization.
- [Turnbull & Asser](#) shirtmakers - Built a virtual showroom for their bespoke department, allowing users to browse fabrics and place orders. Ruby on Rails backend, Flash frontend.

## VOLUNTEER

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#### Clairvision School of Meditation (Nonprofit)

- 2014 - Overhauled e-commerce and fulfillment systems, reducing order processing time by a factor of 10. Created shipping and fulfillment application using data from the existing system and presenting it in an intuitive interface for volunteers to process orders, pack items, and print postage-paid shipping labels. Application written in JavaScript with a Ruby backend, using APIs from Stripe and EasyPost.
- 2011 - Developed electronic music systems using open source tools. Trained a team of musicians in basic programming. Wrote arpeggiator and sampler patches for SuperCollider. Prototyped Reactable clone in PureData.
- 2000 - Developed Java search engine for knowledge base

## OPEN SOURCE PROJECTS

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#### [Enlightened Structure](#)

- Advisor to the Enlightened Structure metaproject, founded to create an open, decentralized, federated application and data ecosystem.
- Working with other project members to envision and prototype tools for visualizing and navigating the global semantic graph, including graph visualization, reputation exchange, forking-based collaboration, and content-addressable data interchange formats.

## COMMUNITIES AND CONFERENCES

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- [Building the Collaborative Internet](#)
- [Indie Web Camp](#)
- [Internet Identity Workshop](#)

## EDUCATION

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**BA** in **mathematics**, minor in **computer science** from the [University of North Carolina at Asheville](#) (May, 2003)