

Jon Egeland

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A senior in high school. I am extremely interested in application and mobile programming, web-development, data visualization, and audio engineering/production.

My experience consists of almost 4 years in C++ and Java development, more than 3 years of PHP, JavaScript, and MySQL development, and now more than a year with Ruby (mostly Rails), Android, Objective-C (iOS), and more.

I also have many years of experience playing and producing music privately and publicly. (10 years of practice, 6 years of performance).

Technical Skills

Like: rails, mysql, javascript, php, java, c++, git, html5, css3
Dislike: .net, asp, flash, oracle, svn

Experience

Lead Developer – Pulsaric Media *May 2011 - Current*

Meet with clients, discuss viable options for budget websites, develop wordpress and other plugins.

I personally develop php and javascript applications from scratch (example: <http://www.ameraudio.com/fix>), as well as add-ons to frameworks and libraries written by others to add functionality and stability.

I'm also currently looking at expanding into development with Rails, as it has become my current focus for learning, but plan on gaining more experience before using it commercially.

Projects & Interests

Stack Overflow – <http://stackoverflow.com/users/599436> *February 2011 - Current*

Written 209 answers. Active in java, php and arrays.

GitHub - url_shortener – https://github.com/audiobahn404/url_shortener *November 2012 - January 2013*
ruby-on-rails, twitter-bootstrap

A simple URL shortener focusing on statistics and analyzing aggregated data.

Developer. Everything from the statistics algorithms and data visualization to architecture and optimization.

BandManager – <http://www.bandmanager.us/>
ruby-on-rails, twitter-bootstrap

A relatively simple rails app that allows a band to manage their songs, sets, events, members, and more quickly and easily.

Currently, there is no defined separation of bands, but this will be implemented soon, along with notifications and other tools.

Developer. Everything from start to finish and now maintenance and updates.

AmerAudio – <http://www.ameraudio.com/fix>
php, mysql, html, sass, javascript, jquery

Basically it's another one of those music streaming websites. But instead of being logged in to listen to popular music, anyone can visit this clean, artwork-based site to find new indie music. Right now only my music is on here, as it is still deep in development.

I created and developed the entire project.

GitHub - quarks – <https://github.com/shsprog/quarks> *October 2012 - December 2012*
java

The new game we're making. I don't know, something interesting. Check the Google doc for more.

I had the main idea for this game, and have had my programming club join me in a venture to build a game. This is basically our *second attempt* at R-base, but with a completely revamped idea and structure. We have gotten much better at organization.

I do a lot of the general coding and compilation of each person's parts. Basically, I make the game run from what my team has made.

GitHub - slides.php – <https://github.com/audiobahn404/slides.php>
javascript

May 2012

It's a presentation framework based on the power of CSS3 transforms and transitions in modern browsers and inspired by the idea behind prezi.com. This fork specifically (slides.php) adds a PHP "wrapper" class to help clean up the html required by impress.js

This is a fork of `bartaz/impress.js`. I felt that while Impress was extremely useful, it became extremely repetitive and tedious to write the markup.

`slides.php` takes all out all of the markup and is used through an array of content that can be printed out as markup through only a few function calls.

It maintains Impress' original flexibility, but makes the process of creating presentations simpler for developers who prefer script to markup.

GitHub - R-base – <https://github.com/SHSPprogramming2011-2012/R-base>
java

November 2011 - January 2012

R-base is a game in which you play as a robot. You are either on the "police" team, or the "junkie" team. Your goal as the "junkies" is to eliminate the other team within a certain amount of time, otherwise the "police" win. Includes net play with unlimited players (eventually).

I do networking, some graphics, and a little bit of gameplay.