

Objective

I'm a front-end web developer with a passion for UI and UX design. I like to stay on the cutting edge with open source and modern web technologies. I'm looking to join a team of fun, like-minded people and work on challenging and engaging projects to increase both the breadth and depth of my skill set.



Skills

Web Development	HTML5 CSS3 Sass JS (ES2015) NodeJS Python SQL
Design	Responsive Design UX Design Workflows Wireframes Mockups Rapid Prototyping
Build Tools / Containers	Docker Webpack Gulp Grunt <i>If it's not hot reloading, you're doing it wrong.</i>
Frameworks	React Angular Django Flask Express
Libraries	jQuery jQuery UI Bootstrap lodash
Dev Environment	Linux Unix Git Sublime Text Vim VS Code
Other	Bash4 DigitalOcean Agile

Experience

2013 – Present

Vertical Knowledge

Web Application Developer

- Began as one of the first two members of the brand new web apps department.
- Initially worked in a fast-paced rapid prototyping environment with limited managerial direction. Researched and implemented new technologies for every project we started.
- Built complex UIs using Javascript, HTML5 and CSS3. Wrote a few of my own jQuery plugins and extended some existing ones.
- Converted a large existing code base (~20,000 lines of Python, JS, HTML, and CSS) to use modern technologies such as Sass and Gulp/Grunt. The Sass for this particular project was completely themeable and controlled from a central, well-documented variables file. All components were modular and themeable to be any color in the theme's palette simply by adding a class name.
- Used my experience in Human-Computer Interaction Design to take lead in developing a UI / UX design workflow for new projects and feature sets.
- Eventually designed and iteratively developed several large web applications. Used frameworks such as React, Angular and Flask; all applications had fully automated build processes and were developed using a feature branch / pull request workflow in git.
- Took lead on designing, implementing and maintaining the CSS / Sass structure of every project.
- Wrote a CSS & Sass styleguide / rulebook for the web apps department.
- Was part of a small team with constantly evolving Agile methodologies that we iterated on during retrospectives. The workflow of our department was eventually used as a model for other departments within the company.

Fall 2011

Cornell University Department of Information Science

Teaching Assistant, INFO 3450 Human-Computer Interaction Design

- Acted as project assistant to 5 project groups, ensuring they fulfilled project requirements and stayed on schedule.
- Graded exams and projects. Facilitated communication between students and the professor, doing things like explaining grades and screening questions.

Spring 2011

Cornell University Department of Information Science

Research Assistant, Professor Dan Cosely

- Worked with a research team on Goalmometer, a study of how people motivate themselves to accomplish goals.
- Designed Goalboard, an application that encouraged people to achieve their goals and could be used as a collaborative tool. Goalboard was a design experiment and was never implemented.

Summer 2009

Parker Hannifin Gas Turbine Fuel Systems Division

IT / Web Programming Intern

- Developed a web front-end for a MySQL database and maintained existing code for database access and lab machines.
- Automated some routine inventory tasks that were causing hours of manual labor every week.
- Designed and implemented a social and news website for the department, including staff blogs and a forum for collaboration.

Education

2008-2012

Cornell University

Bachelor of Arts (BA), Information Science

Spent 2 years as a CS major and engineer and 2 years as an IS major and student of arts and sciences.

The IS major at Cornell has a lot of breadth. I focused mostly on Human-Computer Interaction Design, and also took courses in things like databases and web apps.

Notable Courses

INFO 3300 Data-Driven Web Apps

Created a Facebook application that found mutual Steam multiplayer games, or suggested new ones based on each player's Steam recommendations.

CS 5150 Software Engineering

Part of a team that created dual mobile and web applications to serve as a UI for GPS data from the local city busses. Primarily handled design and QC.

INFO 4400 Advanced Human-Computer Interaction Design

Designed and compared several physical control schemes that used the Microsoft Kinect for non-Kinect games.

INFO 3450 Human-Computer Interaction Design

Designed the interface for a tablet device that would help musicians store and practice their music.