

## Objective

I'm a front-end web developer with a passion for UI and UX design. I like to stay on the cutting edge of web technology and to design and create cool things. 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	<a href="#">HTML5</a>   <a href="#">CSS3</a>   <a href="#">Sass</a>   <a href="#">Less</a>   <a href="#">JS (ES2015)</a>   <a href="#">NodeJS</a>   <a href="#">Python</a>   <a href="#">SQL</a>
Design	Responsive Design   UX Design   Workflows   Wireframes   Mockups   Rapid Prototyping
Frameworks	<a href="#">React</a>   <a href="#">Angular</a>   <a href="#">Django</a>   Flask   Express
Libraries	<a href="#">jQuery</a>   <a href="#">jQuery UI</a>   <a href="#">Bootstrap</a>   <a href="#">lodash</a>
Build Tools	Webpack   <a href="#">Gulp</a>   <a href="#">Grunt</a>   <i>If it's not hot reloading, you're doing it wrong.</i>
Containers	<a href="#">Docker</a>   Vagrant   VirtualBox
Dev Environment	<a href="#">Linux</a>   <a href="#">Unix</a>   <a href="#">Git</a>   <a href="#">Sublime Text</a>   <a href="#">Vim</a>   <a href="#">VS Code</a>   <a href="#">Atom</a>
Other	<a href="#">Bash4</a>   <a href="#">DigitalOcean</a>   <a href="#">Agile</a>

## Experience

2013 – Present	<h3>Vertical Knowledge</h3> <h4>Web Application Developer</h4> <ul style="list-style-type: none"> <li>Began as one of the first two members of the brand new web apps department.</li> <li>Initially worked in a fast-paced rapid prototyping environment with limited managerial direction. Researched and implemented new technologies for every project we started.</li> <li>Built complex UIs using JavaScript, HTML5 and CSS3. Wrote a few of my own jQuery plugins and extended some existing ones.</li> <li>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.</li> <li>Used my experience in Human-Computer Interaction Design to take lead in developing a UI / UX design workflow for new projects and feature sets.</li> <li>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.</li> <li>Took lead on designing, implementing and maintaining the CSS / Sass structure of every project.</li> <li>Wrote a CSS &amp; Sass styleguide / rulebook for the web apps department.</li> <li>Comfortable debugging Javascript performance issues using the developer console and Javascript profiler (WebKit, Chrome Canary).</li> <li>Part of a small team with constantly evolving Agile methodologies that we iterate on during retrospectives. The workflow of our department was eventually used as a model for other departments within the company.</li> </ul>
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Fall 2011

**Cornell University Department of Information Science**  
Teaching Assistant, INFO 3450 Human-Computer Interaction Design

- Acted as project assistant to 5 project groups for the duration of the semester, 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 Goalometer, a study of how people motivate themselves to accomplish their 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.)
- Gave interviews during the early phases of the design process in order to isolate a small number of concrete goal types that all goals could fit into. Used these goal types to inform our design process.
- Personally conducted a lot of user testing, both live (using mockups) and by designing online surveys.
-  Proof that I existed (Project Blurb at Relmagination Lab)

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.