

# Jonathan Hai Azoff

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## OBJECTIVE

To leverage my experience as a web developer towards the design and development real-time web applications.

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## SUMMARY OF QUALIFICATIONS

- Self-motivated, with several personally-developed web sites and projects in addition to current work.
- A constant student, putting precedence on both the syntactic and idiomatic differences between languages.
- An avid JavaScript developer and entrepreneur, obsessed with improving the level of native interactivity on the web.
- An effective coder, emphasis on concise, well-documented code and re-use of proven design patterns.

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## COMPUTER SKILLS

### Programming Languages *\*complete list available upon request*

- Markup: (X)HTML, RSS, XAML (.NET), XPath, XSLT, and CSS
- Scripting: JavaScript (jQuery, Dojo, Prototype), ActionScript, Python, PHP, JSP and Classic ASP
- Frameworks: Java (JavaBeans), ASP.NET (C#), Mojo (Palm WebOS), ADO.NET, and C/C++
- Databases: MySQL, Oracle, and MSSQL

### Development Environments

- Application Development: Most development done on Eclipse (in Linux) along with heavy shell scripting.
- Front-End Design: Adobe Photoshop, Illustrator, and Flash. Also familiar with Autodesk Maya.
- Architectures: Most comfortable with the LAMP stack, but no stranger to .NET or Java Development.

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## CURRENT PROJECTS

### HTML5Piano (<http://azoffdesign.com/piano>)

- The first ever attempt at creating a software-based piano keyboard using only native browser technologies.
- Currently, the library only works on the subset of browser that support HTML5 Audio and Canvas elements.

### Overscroll (<http://azoffdesign.com/plugins/js/overscroll>)

- An attempt to recreate the iPhone scrolling experience using only jQuery and native JavaScript.
- Entirely reverse-engineered, it is my most popular plug-in (featured on AjaxRain.com and many others)

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## WORK EXPERIENCE

### Software Architect / Developer

Playdom, San Francisco, CA

01/2010 – Present

- Created an internal SDK, providing a vanilla framework for rapid agnostic development across social networks.
- Leveraged this framework to help develop “Market Street”, a highly successful game that runs agnostically on several leading social networks. Facebook Version: <http://apps.facebook.com/marketstreet>
- Direct collaboration with dev teams from major social networks, including MySpace and Facebook.
- Transitioned during **The Walt Disney Company’s** acquisition of Playdom.

### Lead Designer / Software Developer

Pixelpipe, San Francisco, CA

07/2009 – 01/2010

- In charge of the entire web interface; first production push was a complete overhaul of the existing UI.
- Learned JSP, Java, and Python while maintaining and upgrading many of the application’s core features.
- Lots of hands-on work with social API’s (i.e. Twitter API) and integration into a large-scale, distributed application.
- End-to-end API implementation into a WebOS mobile app, won award: <http://precentral.net/best-apps-2009>

### Software Architect / Developer

Campus Kiwi, Santa Clara, CA

06/2009 – Present

- A part-time project taken up as a favor for a fellow Santa Clara graduate.
- Tasked with helping architect a reusable social template for many participating universities.
- Built on a LAMP stack, the template made use of many modern social widgets such as Facebook Connect™.

## Lead Web Developer

*Xillent Studios, San Jose, CA*

09/2007 – 06/2009

- **Lead Web Developer (12/2008 – 06/2009)**
  - Primary roles included application architecture and project management
  - Developed a fully modular, one-page checkout system that made use of AJAX and advanced security checks.
- **Junior Web Developer (05/2008 – 11/2008)**
  - Spent the majority of the time learning and implementing ASP.NET into n-tier web-applications.
  - Also became familiar with the UPS API and fully integrated it into an existing client's order system.
- **Intern (09/2007 – 05/2008)**
  - Mostly performed tasks revolving around front-end and graphic design.
  - Maintained older websites and performed QA to become familiar with the existing architecture.

## Tech Stop Administrator

*Astreya Partners, Santa Clara, CA*

04/2007 – 09/2007

- Worked in operations, providing IT support and hardware fulfillment for employees of Google inc.
- Stationed in the Google Mountain View Campus, repairing malfunctioning employee hardware and setting up workstations on their behalves.

## Help Desk Administrator

*Santa Clara University, Santa Clara, CA*

09/2006 – 04/2007

- Assisted both undergraduate and graduate students with technical issues related to the SCU network.
- Cleaned student computers of viruses, also created several scripts used to automate the process as well.

## Product Graphic Designer / Market Research

*Accessory Genie, Westlake Village, CA*

06/2006 – 09/2006

- Photographed products and prepared images for the company website. Occasional web design as well.
- Performed research and data entry for products so that the website was current and accurate.

## Freelance Web Developer

*Azoff Design, Westlake Village, CA*

09/2005 – Present

- Built foundations in web development, starting with family websites and moving out into true freelance.
- All sites were performed under contract, ranging from educational forums to eBay stores.

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## CERTIFICATION

### Scrum Master Certified

*Scrum Alliance, San Francisco*

2010

- Through hands-on training and workshops, learned the methodologies and pipeline involved with the "Scrum" method of agile development.
- Reference: [http://www.scrumalliance.org/scrum\\_certification](http://www.scrumalliance.org/scrum_certification)

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## EDUCATION

### Santa Clara University *Santa Clara, CA*

*B.S., Computer Engineering*

2009

- Member of ACM, IEEE, and the Santa Clara Engineering Society
- Completed a prototype for an artificially-intelligent note-taking system (senior thesis).
  - Received the award for technical excellence in the field of computer engineering.
- Took an active role on campus, participating in the "Alpha" residential learning community.