Jonathan Hai Azoff

jon@azoffdesign.com
http://azoffdesign.com
+01.818.268.1340

OBJECTIVE

To architect beautiful solutions to ugly problems and to leave the web in a better state than I found it.

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.
- Industry experience dealing with scalability, from creating effective caches to the sharding of user data.

LANGUAGE FAMILIARITY

Front End - JavaScript (JQuery, Dojo, Prototype), ActionScript, CSS, (X)HTML, XAML, RSS, XPath, and XSLT
Back End - Java (Struts), C# (ASP.NET), Python, PHP, Classic ASP, and C/C++
Database - MySQL, MSSQL, and MongoDB
Mobile   - JavaScript (Mojo/WebOS) and Java (Android SDK)

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 reverse-engineer the iPhone scrolling experience using only jQuery and native JavaScript.
- Currently implemented on the BlackBerry homepage: http://www.blackberry.com/

WORK EXPERIENCE

Software Architect / Developer
RentJuice, San Francisco, CA   03/2011 – Present
- Primary architect on emerging product verticals, such as social and embeddable widgets: http://azof.fr/l3FmmY
- Product owner and engineer behind the internal continuous integration system, built using Java and Selenium.
- Light managerial in addition to development, mostly in regards to quality assurance.

Software Architect / Developer
Disney Interactive Media Group (DIMG), San Francisco, CA   08/2010 – 03/2011
Playdom, San Francisco, CA   01/2010 – 08/2010
- 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.
- While not a primary role, often wrote flash code to help support a stretched development team.
- Also created internal tools to help the product team expedite new content delivery.

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 – 08/2009

- 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.

CERTIFICATION --

Scrum Master Certified

Scrum Alliance, San Francisco   2010
- Certified in the "Scrum" dialect of agile development after taking a training workshop.
- Actively participated in the day-to-day scrum process to release product updates on regular intervals.
- Reference: http://www.scrumalliance.org/scrum_certification

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.
- Active role on campus, participating in the "Alpha" residential learning community.