

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

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## PROGRAMMING BACKGROUND

**Language Familiarity** \*complete list available upon request

- 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)

### Software Preference

- TextMate (OSX) for writing JavaScript/HMTL/CSS, integrated with YUI Compressor and JSLint for code quality.
- QUnit for regression testing; Selenium for the functional testing of production code.
- Eclipse and Visual Studio to create enterprise applications, in Java (Struts) and C# (ASP.NET), respectively.
- Apache Ant and GNU Make for release engineering; also prefer with Hudson for release automation.
- Adobe products (i.e. Photoshop) to create assets and presentations; Autodesk Maya for 3D rendering.
- Git , especially via GitHub, as the primary tool for tracking and managing code.

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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 (currently implemented on the [BlackBerry homepage](#))

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## WORK EXPERIENCE

### Software Architect / Developer

*Disney Interactive Media Group (DIMG), San Francisco, CA*

08/2010 – Present

*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 – 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

*Astrea 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

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