Jonathan Marc Borzilleri

800 Queen Anne Ave. North, Apt 502 Seattle, WA 98109-4086 On GitHub

585-214-9359 jonathan.borzilleri.jobs@gmail.com @duaiwe

Skills

Languages:

Proficient in: PHP, Perl, HTML, CSS, Javascript, SQL, Bash, Java.

Experience with: Ruby, Python, VB.NET, C/C++, LATEX

Technologies & Tools: SQL (MySQL, SQL Server), MongoDB, Backbone, jQuery, SASS, Amazon EC2.

Software: Experience developing on all major operating systems, though Linux & Vim is my preferred environment. I have experience with Git, SVN, Hg, Jenkins, and Ant.

Experience

 Intrepid Learning Applications Developer March 2010 - Present Seattle, WA

Intrepid Learning focuses on corporate training and learning services, covering a range from sourcing of training instructors to client sites to providing custom designed hosted informal learning portals. Its clients include Boeing and State Stree Global Advisors.

At Intrepid, I lead the development of a web framework designed specifically to integrate with our internal CMS via a REST based API, several client sites have been implemented and released based on this framework. Much of my work has been keeping this framework up to date with changes to the API, requiring working closely with that development team and having significant knowledge of its codebase. I have also stepped into the role of release manager for our client apps, developing tools to smooth our release process, and managing branches in our git repository to ensure the correct code is released.

- Lead developer of PHP web framework designed to interact with REST API back end.
- Implemeted a REST API in this framework for third party integrations
- Developed web apps on top of this framework using modern Javascript and CSS techniques.
- Managed builds and releases of apps, developed tools to ease deployments.

Tweetajob PHP/MySQL Web Development

September 2009 - December 2009 Seattle, WA

Tweetajob was a small startup focused on leveraging Twitter as a platform for job postings, allowing job seekers to subscribe to field and location focused twitter feeds. It attempted to monetize itself by allowing recruiters to easily and cheaply post positions to a matrix of locations and fields.

I was primarily responsible for developing the admin console, which allowed for managing recruiter users, monitoring tweets made by the system, and performing other site management. Additionally, I implemented part of the payment processing system, using Authorize.NETs API to handle one-off and recurring payments.

- Used Twitter's API to implement functionality to monitor and delete tweets made by the system.
- Used Authorize.NET API to implement one-off and recurring payment processing.
- Developed admin console for managing users, payments, and tweet interaction.

Implied Solutions, LLC PHP/MySQL Web Development

March 2009 - May 2009 Seattle, WA

Implied Solutions is a small consulting company, focused on developing and designing client sites. I was the primary developer behind the *Running Rewards* site, which was designed to engage the marathon/ running community and provide information on event goodie bags and other incentives.

I built the site using PHP, using the Doctrine ORM to interact with the MySQL database. I took photoshop files from a designer and used them to build the site's interface.

- Primary developer behind *Running Rewards* web site.
- Developed using OO PHP, Doctrine ORM, & MySQL
- Designed & developed site based on client requirements.
- Implemented UI based on designer photoshop mockups.

The Active Network Thriva - SOA Development

June 2007 - September 2008 Bothell, WA

The Active Network focuses on online registration and event management software, and acquired Thriva in 2007. Thriva built a hosted web-based event management solution, which included online registration, database management, and payment processing.

I was the lead developer for the "SOA" project, which was the SOAP interface and business logic application for Thriva. In addition to maintenance and feature improvements of this application, I also developed two Windows Service applications. One I designed and built for processing recurring payments based on customer and/or user defined schedules and amounts.

Another was designed to split up the user registration process into an asynchronous service, to improve performance. By performing the minimum of data and payment validation in line with the user registration and offloading the heavy lifting of registration persistance, I significantly improved the performance of the registration process.

- Lead developer for SOA project, the SOAP interface and business logic application for Thriva product.
- Worked heavily in SQL Server, developing stored procedures & views.

 Lead development for a windows service app to handle asyncronous processing of data across multiple sql server databases.

Interests/Hobbies

• Norwescon 2011 - 2012 IT Developer

Last year I started volunteering for Norwescon, a local science fiction/fantasy literature convention. I performed a variety of IT & developer roles, including maintenance on existing software & web apps, setup/teardown of the at-con network infrastructure, and at-con tech support for the registration and art show systems.

• Game Development

- I currently run and administer servers for Minecraft and Terraria for myself and friends.
 For Minecraft, I have implemented automatic map generation using an open source mapping tool, automated backup snapshots using rsyncbackup, and off-machine backups (though, not offsite, as both machines are VPS's in the same datacenter).
- I have developed Mods for both Minecraft and World of Warcraft. Minecraft mods were developed in Java using the community developed Bukkit API & Server implementation. The WoW addons were developed in lua. Source code for these mods can be found in my github profile: http://github.com/duaiwe

Hiking & Snowboarding

Though I am not able to go as much as I would like, I enjoy hiking, and have enjoyed hiking various areas of the pacific northwest, and snowboarding at crystal mountain.

Education

Rochester Institute of Technology
 Bachelor of Science in Computer Science
 Minor in Philosophy

Rochester, NY