Chris Smearing

Web Developer

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</> Professional History

Freelance Web Developer   2016-Present

Full-stack web developer with focus on front-end development. Currently listed on Upwork.

- Mobile-first responsive template development in WordPress and Shopify
- Create custom templates, landing pages, and contact forms; able to create templates by hand or with page builders, such as Elementor or Pro theme
- Conversion of graphic designs to page layouts for desktop and mobile
- Local development in Windows with DesktopServer or VVV (Vagrant), SASS for CSS preprocessing, and use Prepros for preprocessing and live reload server
- Cross-platform and device testing in BrowserStack to debug
- Essential skills: HTML5, CSS3, PHP, JavaScript, jQuery, Shopify Liquid, git

Back-end development and administration

- Set up hosting, DNS, and install applications
- Set up and configure staging environments, including the use of various cloud platforms
- Install and configure WordPress, plugins, and themes

Ability to create HTML emails and set up automated campaigns in MailChimp using the MJML language and tools to create emails compatible with most clients.

Flexible development processes

- Able to quickly switch focus between projects as priorities change
- Adept at using various git services as required, and always set up local repositories when starting new projects; consistently use issue or bug trackers when available to ensure there is a trackable history of the development process
- Project management in various services, such as Trello and Basecamp

Texas Instruments, Inc., Dallas, TX   **2016-2017**

Consultant: Created an application in Perl to analyze semiconductor test tool log files and aggregate the information into an Oracle database. The resulting data is then presented to the user via a web app built with mod-perl and Bootstrap 3. Template Toolkit was used for page templates that gave me a foundation in template processing systems.

Texas Instruments, Inc., Plano, TX   **1998-2015**

Gained extensive experience in DLP® technology, whether from ASIC, software, board, or system design and their interactions.

Embedded Software Design: Created software for 2 generations of DLP® platforms, eventually leading to sales of over 7 million units. Worked with ASIC and board designers to guarantee proper operation and fulfill the end-product requirements.

- Assisted in the development of first generation products, which spawned the code base for all future platforms. Developed Windows software to assist with device testing and verification.
- Architected and implemented the reference design application for second generation products that demonstrated projector system control operation.
- Wrote extensive documentation for the reference application and the underlying ASIC.

FPGA and ASIC Design: Utilized the latest generation of design and verification tools to implement various video and image processing algorithms for use in DLP® prototypes and ASICs.

- Collaborated with algorithm designers to prototype video and image processing techniques for demonstration of televisions and projectors utilizing LED illumination.
- Provided support for various verification and design activities.

Skills

- Programming languages: Assembly, C, C++, Perl, Tcl, Specman E, VHDL
- Software: ARM RealView, Visual Studio, Eclipse, ModelSim, Cadence simulation and verification, ClearCase, RCS, Altera Quartus, Xilinx ISE, Synplify, uC/OS II, ThreadX RTOS

🎓 Education

B.S., Electrical Engineering — University of Tennessee, Knoxville, 1997

📜 Patents

Co-inventor of contrast enhancement video processing algorithm

👥 References

Available on request