

# Jared Grippe

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## Objective

To make exceptional web applications

## Passions

### Agile

For the past two years I've practiced a variety of agile methods such as [TDD](#) / [BDD](#), user stories, [YAGNI](#) / [DTSTTCPW](#), and [MVP](#) to produce quality products efficiently and effectively.

### JavaScript

I have been fascinated with JavaScript for more than five years. I have an almost masochistic love for its quirky runtime environment. It remains my favorite language to date. I have written everything from custom XMLHttpRequest wrappers to simple animation libraries. Using mainly Prototype (but also jQuery, YUI, MooTools and Extjs), I have worked on projects ranging from complete single page applications to small light-weight widgets – most with tests and all with an eye for scalability and readable code.

For the past year, I have been practicing test-driven JavaScript development whenever possible. I am also currently contributing to two projects designed to make [TDD](#) in javascript a lot easier.

### Ruby

I've been developing applications in Ruby for over three years. I'm an active member of the community. I regularly contribute to open source projects via patches, github pull requests as well as publishing my own gems or plugins. I develop using [TDD](#) with Cucumber and RSpec and have in-depth experience with Rails, Sinatra, Rake, Haml and Sass.

## Skill Set

### Languages & Web Standards

JavaScript, Ruby, HTML, DHTML, XHTML, HamI, XML, JSON, AJAX, JSONP, RSS, Atom, JSON, CSS, Sass, MYSQL

### Frameworks and Libraries

*Ruby:* rails, Sinatra, Rspec, Cucumber, Sprockets

*JavaScript:* Prototype, Extjs, jQuery, YUI, MooTools, TestUnit.js, ScrewUnit, Jasmine

### Techniques

REST, CRUD, Agile, XP, Pairing, TDD, BDD, YAGNI, DTSTTCPW

### Tools

♥OS X♥, ♥Git♥, Photoshop, TextMate, Firebug, ~~subversion~~

## Open Source Projects

**validation.js** - [github.com/deadlyicon/validation.js](https://github.com/deadlyicon/validation.js)

A syntactically awesome ActiveRecord-like asynchronous form validation in JavaScript.

**Git Wiki** - [github.com/deadlyicon/git-wiki](https://github.com/deadlyicon/git-wiki)

A fork of [Simon Rozet's Git Wiki](#). A simple wiki written in Sinatra and powered by Git.

**SimpleMetadata** - [github.com/deadlyicon/SimpleMetadata](https://github.com/deadlyicon/SimpleMetadata)

A jquery plugin inspired by [John Resig's Metadata plugin](#). It allows you to embed metadata into an HTML Element by placing a JSON string in to the data attribute and then easily access it by jQuery's native data feature.

**consolex.js** - [github.com/deadlyicon/consolex.js](https://github.com/deadlyicon/consolex.js)

A tiny library that ensures the entire Firebug console API is defined ensuring that you'll never be annoyed by forgotten console method calls ever again.

**klass.js** - [github.com/deadlyicon/klass.js](https://github.com/deadlyicon/klass.js)

A more feature-rich implementation of Ruby-like class inheritance in JavaScript. The main advantage that Klass.js has over Prototype's Ruby-like class implementation is both class and instance attribute inheritance.

**jsonp.js** - [github.com/deadlyicon/jsonp.js](https://github.com/deadlyicon/jsonp.js)

A JSONP request library built on Prototype.

**nested\_helpers** - [github.com/deadlyicon/nested\\_helpers](https://github.com/deadlyicon/nested_helpers)

A rails plugin that allows you to define sets of helpers that are only available in the block passed to a parent helper.

## Experience

**Rupture.com / Electronic Arts, Inc., San Francisco, California**    May 2009 - Present

*JavaScript / Ruby / rails Engineer*

Rupture is a social networking site targeted at gamers written in Ruby on rails and Erlang.

Worked as one of six web developers building aggregated cross gaming-platform event feeds, unified gaming profiles as well as common social networking features.

Primary UX developer. Responsible for the majority of the more complicated html, css and JavaScript tasks as well as:

- Built an asset uploading system in ruby and JavaScript using swfupload (flash)
- Converted the rails application to haml and sass
- Strengthened the JavaScript stack by adding packaging, minification and regression testing
- Paved the road to move from Prototype to jQuery
- Worked closely with product development with regards to UX design

**VerticalResponse, Inc., San Francisco, California**

**June 2008 - April 2009**

*JavaScript / Ruby / rails Engineer*

VerticalResponse is an email service provider written in Perl, PHP and Ruby on rails.

One of only two engineers responsible for web design and development.

VerticalResponse allows their customers to author and send email campaigns to large amount of legally acquired email addresses. Each campaign hand moderated by a human on site. I suggested, designed and created an internal single page application to moderate these campaigns in real time.

Other tasks included:

- Migrated major feature sets from PHP to rails while maintaining both frameworks in tandem
- Improved their virtual machine based development environment by:
  - implementing a virtual machine version control and distribution system
  - automating common tedious tasks with an extensive suit of rake tasks
  - automating RPM build and deployment

## **Independent Web Developer, Various Locations**

**November 2005 - June 2008**

### *Web Development Contractor*

During this period I worked on a variety of projects ranging from simple shell scripts to complete site design and creation. The majority was spent working part time as I traveled through New Zealand and South East Asia. Following my return to the U.S. in July, 2007 I worked full-time for an array of clients. There are some of the more mentionable projects.

#### **Thermography LLC**

February 2008 - May 2008

<http://thermographyllc.com>

#### **Synapse group**

December 2007 - June 2008

<http://synapsegroup.com>

#### **Brightir.com**

December 2007 - January 2008

<http://www.brightir.com>

#### **A1 Networking**

December 2006 - December 2007

#### **Central Sense**

July 2007 - December 2007

## **Sonic.net, Inc., Santa Rosa, California**

**2001 - 2005**

### *Facilities Engineer*

- Maintained a Toshiba Telekol phone system
- Managed the majority of the physical instillation, upgrade and maintenance of their data center facility
- Developed internal web based system management and trouble shooting tools as well as upgraded existing tools with web 2.0 technologies as they became available

**Sonic.net, Inc., Santa Rosa, California**

**2001 - 2005**

*Technical Support Rep.*

During this time I worked as a phone agent in the technical support call center assisting customers with new and existing accounts. Other tasks also include writing simple shell scripts to automate common tasks. When I started working for sonic.net when I was 16 and worked in Technical Support. With in two years I advanced to the operations department where my position included coding internal shell tools and management of the building phone system.

In 2003 the company moved in to a new building at which time I was tasked with a majority of the physical instillation of their new data center. Other tasks included the development of several internal web based system management and trouble shooting tools. As more and more web 2.0 technologies became available I began integrating these technologies in to existing Internet and external tools.

## References

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# Initialisms

- \* TDD - [Test Driven Development](#)
- \* BDD - [Behavior Driven Development](#)
- \* YAGNI - [You Ain't Gonna Need It](#)
- \* DTSTTCPW - [Do The Simplest Thing That Could Possibly Work](#)
- \* MVP - [Minimum Vable Product](#)