Jared Grippe

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Objective

To make exceptional web applications.

Agile

For almost two years I've practiced a variety of agile methods such as TDD / BDD, user stories, YAGNI / DTSTTCPW, and MVP to produce quality product efficiently and effectively.

Javascript

I've been fascinated with javascript for more then 5 years. I have an almost masochistic love for it's quirky runtime environment. It remains my favorite language to date. I've written everything from custom XmlHttpRequest wrappers to simple animation libraries. Using mainly Prototype (but also jQuery, YUI, MooTools and Extjs) I've 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've been practicing TDD in Javascript whenever possible and am current;y working on two projects in an effort to make it easier to TDD your javascript then to not.

Ruby and Rails

I've been developing Ruby on Rails applications for over three years. Whenever possible I try and contribute portions of code to the open source community by publishing gems and plugins to github when appropriate. Over a year's experience of TDD with Cucumber and RSpec. Very familiar with the inner works of, ActiveRecord, ActiveSupport, Engines, Generators, Rake. Prefer using Haml and Sass.

Skill Set

Languages & Web Standards

Javascript, Ruby, HTML, DHTML, XHTML, Haml, 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

Syntactically awesome active record like asynchronous form validation in javascript.

Git Wiki - 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

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

A tiny library that ensures the entire suite of firebug console methods are defined in all browsers. Ensuring that you'll never be annoyed by forgotten console.x calls in your code. Additionally it wraps the console methods in IE in true functions enabling methods like call and apply which were not supported natively.

klass.js - github.com/deadlyicon/klass.js

A more feature rich implementation of Ruby like Class ingeritance 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

A JSONP Request library built on Prototype

nested_helpers - github.com/deadlyicon/nested_helpers

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 6 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

Vertical Response, Inc., San Francisco, California   June 2008 - April 2009

Javascript / Ruby / Rails Engineer

Vertical Response is an email service provider written in Perl, PHP and Ruby on Rails.

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

Vertical response 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 trough New Zealand and South East Asia. Following my return to the U.S. in July 07 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.
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References

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