## Ean Huddleston

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# Objective

Obtain a position as a full-stack or back end web developer at a Bay Area company that is doing work that improves people's lives.

## Education

App Academy May 2013

9-Week Web Development Course; San Francisco, CA

Ph.D. Research, Cognitive Neuroscience (All But Dissertation)

University of Cambridge; Cambridge, England

M.S., Cognitive Neuroscience December 2007

University of Oregon; Eugene, OR

B.S., Computer Engineering June 2001

Oregon State University; Corvallis, OR

## **Skills**

Ruby
iQuery
Object-oriented design

Ruby on Rails • Backbone.js • AJAX

JavaScript
ActiveRecord & SQL
Git

## **Recent Projects**

#### Personal Movie Database (PMDb)

A Rails/Backbone app that functions as a personal movie database, to keep track of how you can access the various movies you want to see (on Netflix, AppleTV, DVD, etc.).

- Movie information obtained using RottenTomatoes API
- Movie trailers accessed through YouTube API
- Clicking on a movie poster reveals a movie information bar
- Technologies used:
  - o Rails, Backbone.js, JavaScript, jQuery, jQueryUI, Devise, Twitter Bootstrap, CSS
- App: sleepy-everglades-4649.herokuapp.com
- Github page: github.com/eanhuddleston/PMDb

#### WhatsUp.com

An event-discovery web app, where users can submit events and search for upcoming events based on several criteria (e.g., distance from home, event type, event date).

• Each event has an information page containing:

- o Event location, time, etc.
- o Commenting functionality, so users can comment on event
- A button to indicate whether current user will be attending event
- o A total count of how many people will be attending the event
- Technologies used:
  - o Rails, JavaScript, jQuery, Devise, Geocoder, Twitter Bootstrap, CSS
- App: fast-mountain-5331.herokuapp.com
- Github page: github.com/eanhuddleston/whatsup

# Experience

## Graduate Student

September 2004 - August 2012

University of Cambridge, University of St. Andrews, University of Oregon

The primary aim of my research was to better characterize the cognitive and neural systems underlying people's ability to influence which memories they retain.

- Planned, coordinated, and implemented all phases of behavioral and brain imaging research including experimental design, programming computer-based tasks, generating questionnaires, recruiting and testing participants, managing and analyzing data, and interpreting and reporting results
- Programmed a variety of interactive research experiments (using languages such as Neurobehavioral Systems' "Presentation", Torque Game Engine's TorqueScript, PsyScript, and Matlab's scripting language)
- Automated complicated fMRI experiment data analyses using Linux shell and Matlab scripts
- Performed advanced data analyses in programs such as Excel, SPSS, and Matlab
- Demonstrated proficiency in clear, effective writing, authoring, e.g., a successful grant application, published articles, theses, conference abstracts, and posters
- Collaborated on complex research projects involving members in different countries and time zones, revealing my ability for clear and thorough oral and written communication

#### Research Assistant

December 2002 – September 2004

Brain Development Lab, University of Oregon; Eugene, Oregon

- Created Unix shell scripts, C programs, and Matlab scripts to help automate various error-prone, timeintensive data analysis tasks
- Implemented, and ran participants in, a variety of cognitive neuroscience experiments

## Rotation Engineer

June 2001 - November 2002

Intel Corporation; Hillsboro, Oregon

- Engineer in selective "Rotation Engineer Program", where over the course of a year, I had the opportunity to work in two different roles of my choosing within the company
- In Technical Marketing Engineer role, created technical demonstrations of products under development, communicating their features in a clear, compelling manner
- In Patent Law Engineer role, drafted patents for software inventions by Intel engineers