

ERIC SHIELDS

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Job Search Details:

Objective: To create and maintain cutting edge front end web applications using HTML5, CSS3, and JavaScript.
Citizenship: US Citizen
Desired Job Title: Front End Engineer
Work Experience: 8 Years Web Development and 2 Years Software Development Related Experience

Education:

ROCHESTER INSTITUTE OF TECHNOLOGY
Bachelor of Science in Computer Engineering

GRADUATED: MARCH 7, 2007
ROCHESTER, NY

Employment History:

WEB DEVELOPMENT ENGINEER II

Amazon.com - Search Design Technology

October 2017 - Present
Seattle, WA

- Created an interactive prototype of a new widget design
- Key figure in the development, release, and ongoing support of the Tapestry internal documentation website
 - Assigned project in Nov 2017 with a phase 1 deadline of 12/31. Delivered entire prototype website
 - Built on an existing Java/Horizonte platform built by a couple SDEs
 - Built all of the (internal) customer facing UI, as well as the macro system for use in the CMS editor
 - Leveraged AWS features for database monitoring, such as Cloudwatch and Lambda
 - Required extensive collaboration with designers, engineers, and managers for both the IA and feature set
 - Forced by circumstances to learn aspects of PM, engineer, designer, TPM, and content architect roles
 - Provided direct customer support in "daytime on-call" format
 - Work was about 50% JavaScript, HTML, and CSS, 20% JSP, and 30% Java

WEB DEVELOPMENT ENGINEER II (SDE)

Amazon.com - Search Business and Hardlines Support

October 2015 - September 2017
Seattle, WA

- Despite being hired as a WDE, I worked primarily as an SDE in Java and Datapath
- Altered display of Amazon Business and medical ASINs based on customer memberships and ASIN properties
- Performed extensive Operational Excellence tasks to support Business and Hardlines verticals
- Helped create a simple internal website in Ruby on Rails
- Tech lead for the Comparison View experiment, which surfaces the top 4 product specs in an easy-to-compare-between-products view
 - Wrote code at every level from the data store (datapath) through the platform (Java) to the template (JSP) and UI (HTML/CSS)
 - Extensive catalog data cleanup was required, but the feature eventually launched for specific categories and is being expanded

FRONT END ENGINEER - SUBCONTRACTOR

Azereon

October 2014 - April 2015
Buffalo, NY

- Similar to Freelance work, except Azereon handled the client interactions
- 2-person dev team working closely together on varied website projects, big and small
- Utilized popular frameworks, such as Symfony, Bootstrap, Less, WordPress, and Magento
- Used Grunt, Composer, and Node.js for dependancy and library management, as well as Less for CSS compiling
- Had free reign over Front End technology, so long as it worked in all major browsers (including mobile)
- All sites built mobile responsive, usually using Bootstrap

CLIENT DEPLOYMENT ENGINEER*Synacor, Inc. - Client Engineering Team*

October 2011 - September 2014

Buffalo, NY

- Worked with internal client managers to handle client requests and product deployments to the over 45 major Internet Service Providers (ISPs) Synacor serves
- Required extensive communication and knowledge of the company's systems and codebase
- Code was primarily in PHP and work was performed in agile-like sprints
- Created and maintained the RDP (Rapid Deployment Portal) template, responsible for quickly and easily creating new portals for small ISP's
- Explored new technologies as possibilities for internal process and workflow, including Behat, Stash, Composer, and Grunt

FRONT END DEVELOPER*Synacor, Inc. - TV/Video Team*

November 2010 - October 2011

Buffalo, NY

- Worked very closely with the other two primary members of the TV Front End team to update the Video channel to Primetime v1.0, Primetime v2.0, and part of Primetime v2.2 (Charter Video On Demand)
- Wrote close to 75% of the new JS code for Primetime 2.0 and 95% of the HTML/CSS
- Primetime 2.0 was a ground-up rewrite of the video channel, covering 95% of the codebase
- Primetime 2.0 utilized the Mustache/Ctemplate templating system, extensive jQuery, and jQuery UI
- Work was performed in Sprints according to a slightly modified Agile development process
- Required extended browser support, including IE7-9, Firefox3.6, and the latest Firefox, Chrome, and Safari

Personal Projects:**This Resume (Ongoing)**

As a way to be a little extra creative, this resume has been created with HTML and CSS, instead of the standard Word document. The goal is to make it look and feel very similar to viewing a word doc, while simultaneously providing a current code sample (if submission of a zip file is allowed) and increasing the power of the tools available to create and present the resume. Fallbacks for old IE and special print styles help ensure usability consistent with Word.

Personal Webserver (Ongoing)

After Website Design and Implementation in college, it seemed appropriate to have a personal website. While the site itself never really developed a purpose, it has served as a portfolio, albeit not frequently updated (<http://www.coldcandor.com/webpages.php>), and a testbed for ideas and functional practice. The site is now hosted on a server located in my living room, with all steps to create a web server (VirtualBox, Linux Server, Apache, Firewall and Port Forwarding, DDNS, SELinux extended permissions, custom user groups, IRC server, PHP, MySQL, Git, and so on) having been completed personally. The site has numerous subdomains, a beta version, everything important versioned in Git, and has seen numerous server migrations including Ubuntu Server, Debian, and CentOS.

Launch of inKind (2015)

While not a personal project specifically, this was done primarily as volunteer work. I assisted with front end work for the launch of the website InKind, sadly now defunct. Their aim was to serve non-profits with a Kickstarter-like system that gets donators to contribute actual items rather than cash.

Minecraft Enchanting Simulator (2012)

A project to both analyze and understand the Minecraft enchanting algorithm, and to utilize JavaScript coding concepts learned at Synacor. It makes heavy use of jQuery. Having not had time to finish it fully (and it now being so out of date as to be useless), it lacks a pretty UI and input validation. The simulator is hosted at <http://www.coldcandor.com/minecraft.php>.

Guild Website (2007)

This was a self-motivated project to create a highly functional website for a World of Warcraft guild shortly after I first learned both PHP and CSS. Written in PHP, XHTML, CSS, and small amounts of JavaScript, the site caters to the many needs of a guild, including an interactive calendar, a screenshot uploader and viewer, a registration and login system, announcement system, and more. The website is located at <http://freedomchoice.coldcandor.com>, preserved as it was in 2007, except that the database was lost and those pages now error. The site took approximately 3 months from inception to final.

Skills:

- Programming Languages (In order of skill from most to least)
 - HTML/CSS, JavaScript/JSON, Java, HTML5/CSS3, PHP, Regular Expressions, XML, Perl, SQL
- Frameworks
 - jQuery, Mustache/Ctemplate, Bootstrap, Less, Sass/SCSS, Node.js, Pure
- Applications
 - Git, Grunt, Composer, vim, Apache, Toggl, Jira, Adobe Photoshop (as it pertains to cut-ups)
- Operating Systems
 - Windows, Linux (Amazon Linux 2012, Ubuntu, CentOS 7), Android, Mac OSX

Honors and Activities:

- RIT Presidential Scholarship
- Member of People to People International Student Ambassador Program since 2000
- *Community Service Head* of the RIT House of General Science, 2002-2004
- Hobbies include CrossFit, running, hiking, puzzles, coding, games of all types, and reading/audiobooks

REFERENCES, COLLEGE TRANSCRIPT, AND LETTER OF RECOMMENDATION AVAILABLE ON REQUEST. PLEASE VISIT MY LINKEDIN PROFILE AT [HTTPS://WWW.LINKEDIN.COM/IN/COLDCANDOR](https://www.linkedin.com/in/coldcandor) FOR ADDITIONAL INFORMATION.