

Full-Stack Developer (3+ years FTE, 10+ OpenSource). Specialties: Networking, Parsing, Application Development, Open Source Expert. Software Dev Generalist. I work best in small, highly specialized teams. Well versed in training, mentorship, and leadership roles.

SKILLS

FRONTEND	HTML/CSS SCSS JAVASCRIPT TYPESCRIPT WEB-COMPONENTS REACT ANGULAR
QA/TESTING	TAPEJS MOCHA JEST SELENIUM
CI/CD	GH-ACTIONS CIRCLECI GITLABCI TRAVISCI
DEVOPS	AWS DOCKER VAGRANT
BACKEND	NODEJS EXPRESS
DESIGN	INKSCAPE PHOTOSHOP ILLUSTRATOR MOCKUPS
DATABASE	MYSQL MSSQL MONGO

EMPLOYMENT

Author, Maintainer, Contributor, **Open Source**

2019-01-01 - 2020-01-01

Took a year hiatus to work on Open Source R&D new/emerging technologies

- Dev: Created the @VanillaWC Organization and published 14 web components
- Dev: Created the @VanillaES Organization, published 4 libraries, and 3 CLI tools
- Dev: Landed the 'ESM Compatibility' RFC and PR into ESLint core
- Community: Participated on node/modules team planning ESM support for Node
- R&D: Established 'Best Practices' for working with standard Web Components
- R&D: Established 'Best Practices' for developing Universal JS libraries and tooling

JavaScript Engineer - 100% Remote, **Coder Technologies Inc**

2018-02-03 - 2018-09-18

Coder is a cloud-native IDE (Integrated Development Environment) based on VSCode

- Dev: Worked on the main product UI from the early alpha stages through product launch (Typescript)
- Dev: Scaffolded the VSCode plugin integration API (Typescript)
- Dev: Contributed to and polished the FrontEnd website UI leading up to launch (Typescript React)
- QA: Built out the E2E testing automation, including integration with CI/CD (Selenium)

Principal Software Engineer - 100% Remote, **JPA Inc (RIOS)**

2008-07-01 - 2010-02-01

Co-Developed the RIOS for FedEx throughout all stages of planning and development

- Product: Led product development from the PDR (Preliminary Design Review) thru Acceptance
- Arch: Designed the communications, systems, n-tier, and IPC (Inter Process Communications) architecture
- Dev: Build parsers for ARINC-424, the host datapool, and ported the floating-point conversion lib from C to C#
- Dev: Implemented a custom Layer 2 network protocol client/server for host interaction
- Dev: Implemented the database layer. Incl datapool, ARINC424, cache layer, queries, and stored procedures
- Dev: Build dynamic 2D projections to graph the Glideslope and ILS deviation plots
- Dev/Tech: Performed the onsite installation and host integration per the agreed (7 day) schedule
- Hardware: Specified and assembled the rackmount PC, backups, hot spares, and touchscreen displays
- QA: Worked on-site with the Check Pilot to integrate last-minute look-and-feel changes/fixes

PROJECTS

Founder - @VanillaWC (Organization)

2019-04-08 - 2020-02-07

Founded on organization to explore that development of standard web components.

- 14 Components Published

Web Components, Standards, JavaScript

Founder - @VanillaES (Organization)

2018-02-03 - 2020-02-07

Founded on organization to explore the development of ES modules for the web and Node.

- 4 Libraries Published
- 2 CLIs Published

ECMAScript, Standards, Node

Individual Contributor - Coder.com (Application)

2018-02-05 - 2018-09-18

Like VSCode in the cloud. It's a fully featured cloud-native IDE based on Monaco.

- Worked through product launch

JavaScript, Typescript, React, Selenium, Monaco

Author - jQuery-CSV (Library)

2012-04-20 - 2020-02-07

The first RFC 4180 spec parser written for JavaScript

- 500+ Stars on GitHub
- 500k+ Downloads

JavaScript, Parser

Contributor - Packetnet (Library)

2010-12-28 - 2018-09-18

An open source framework for capturing, parsing, and formatting network packets

- Extended support for TCP, UDP, IPv4, IPv6
- Added IGMPv2, LLDP, Wake-on-Lan protocols
- Added/improved unit and performance tests

C#, NUnit, PCAP

Principal Developer - RIOS (Application)

2008-07-01 - 2010-02-01

An Instructor Operating Station (ie touchscreen Interface) for a 737-400 Flight Simulator

- Passed 3 9s of uptime over 3 months
- Full SDLC (Software Development Lifecycle)
- Implemented the multi-application IPC and data layers
- Built a custom Layer-2 networking protocol client/server

C#, MSSQL, Networking, Windows2K

EDUCATION

Business CIS, Metro State University (Incomplete)

2006-08-17 - 2008-04-09

INTERESTS

EXTREME SPORTS

SNOWBOARDING, WAKEBOARDING, ROCK CLIMBING